
BATTLETECH
EXPERIMENTAL
TECHNICAL
READOUT:
XTRO
BOONDOCKS
CATALYST
game labs

INTRODUCTION

INCOMING MESSAGE

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Are ***you*** ready for the adventure of a lifetime?

Dear Friend,

Sixteen years ago, I was in a lackluster vacation rut. I thought I'd tried it all. I'd gone on safari and bagged a New Kyoto ki-rian. I'd been sub-orbital skydiving on Bolan. I'd skied the *Schreirutsche* at *MittenWald* on Tharkad. I'd even raced Skimmer hovercraft. After all that, I was still craving something more. Months of searching finally led me to a MechWarrior for a Day (MWFAD) experience. I remember thinking I'd finally found my true north. I couldn't have been more wrong.

Instead of the promised newer 'Mechs, I had my choice between a dilapidated *Jenner* or a careworn *Blackjack*. Both had been modified with cockpit command consoles so that my "instructor" could help when I struggled. Apparently my "instructor" thought I was struggling with everything. I barely got to steer and took less than a dozen shots. That was a huge disappointment. I anticipated unleashing a torrent of staggering firepower but instead I got low-power weapons and cheap pyrotechnic effects when my shots connected—which wasn't often. I ended the day sitting in a room with the common rabble waiting for battle ROM footage of a fight I hardly participated in. I'd paid to be a MechWarior, not a passenger, but I learned from my mistake and promised myself I'd do it better.

Six years later, I took my dream of running MWFAD the right way, married it to my unique venture capital concept, and started *FrontierTech*. Your adventure *will* be the most amazing experience of your life or I'll personally pick up the tab. In the last ten years, *FrontierTech* has grown into the largest adventure travel company in the Inner Sphere. We have exclusive contracts with more than thirty cutting-edge defense developers providing an unparalleled opportunity to put you at the controls of experimental and advanced prototypes. How is all this possible? Simply put, *FrontierTech* is a reciprocal matchmaking, outsourcing, and insurance company. Our adventure travelers need 'Mechs to pilot. Our defense contractors need test pilots for their prototype 'Mechs. Both parties need insurance solutions and facilitators. We bring all this together in a win-win scenario.

Your adventure begins with this copy of *FrontierTech Magazine*. Future copies will be tailored for you and, as your skills improve, you'll become eligible for additional offers. Inside you'll find technical details on all of the 'Mechs available next quarter. Adventures are booked three months in advance on a first-come, first-served basis and opportunities are limited. Book early so you don't miss out! Not interested in 'Mechs? No problem. We offer adventures in virtually every type of battlefield unit; from battle armor to DropShips. All-inclusive packages start as low as 150,000 C-bills and come with *FrontierTech*'s 100% worry-free guarantee. Your personal adventure consultant will work with you to develop a customized itinerary that matches your ambitions, personality, schedule, experience level, and budget; all with your safety as the utmost concern.

You'll embark on a *FrontierTech* luxury-refit *Gazelle*-class DropShip. After a full breakfast, you'll spend the day training with your private instructor in the most advanced simulators currently available on the civilian market. Your training develops and evaluates your skill level to provide appropriately matched opponents. In the evening, enjoy gourmet formal dining then relax in the posh accommodations of your luxury cabin, test your luck in our high-stakes casino, or mingle with other guests in one of five theme lounges. All *FrontierTech* adventures are income-qualified outings so you'll always spend your valuable time with the right demographic.

When you arrive at your destination, your private instructor will complete your check out on the unit(s) you've selected and then the fun begins.

At *FrontierTech*, we put *you* in command!™

—Cornelius MacGilicutty
CEO, *FrontierTech, Inc.*
13 September 3077

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HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Boondocks* provide players with a sampling of the various custom designs that have appeared along the militarized borders of the Successor States. The designs featured in this book reflect limited-run prototypes and "one-offs" that have yet to reach full factory production—and most likely never will.

The rules for using 'Mechs, vehicles and fighters in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the experimental nature of these designs also draws upon the Experimental-level rules presented in *Tactical Operations*. Thus, none of the units featured in this volume are considered tournament legal, and their use in introductory games is discouraged. Furthermore, the extreme rarity of these machines is such that none of them should occur in a *BattleTech* campaign as a chance encounter, but the capture or destruction of any one of these prototypes could be potential objective for *BattleTech* scenarios, tracks and role-playing adventures.

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Under License From

CAT35644

WTH-5S WHITWORTH

Field Testing Summation: Prototype WTH-2 Chassis Refit
Producer/Site: Spillman Provincial Refit Facility, Acrux
Supervising Technician: Eric Spillman
Project Start Date: 3074
Non-Production Equipment Analysis:
Composite Internal Structure
Engine Supercharger
Actuator Enhancement Systems
Medium X-Pulse Lasers
CASE II

Overview

The *Whitworth* has never been a popular chassis, and the replacement of several systems on the WTH-2 with multiple experimental components has done little to assuage disenchanted MechWarriors. This presents difficulties for those assigned the design, and their commanders, but it gives *FrontierTech* significant bargaining power when contracting for use of the 'Mech. It is the second-most available 'Mech in this quarter's offerings. Wait times for an adventure seldom exceed two weeks and extended adventures are usually available at a reduced rate. Produced on Acrux, the WTH-5S is an extensive refit-yard modification currently deployed in the Kaumberg Archonette for trials. Prospective adventurers for this machine should adequately prepare for action in forested environments.

The 5S has solid firepower for its weight class but is slow by any measure of medium BattleMech performance. Spillman's redesign successfully addresses many of the WTH-2's shortcomings with a radical refit, but how he's acquired the parts for a traditionally Kuritan chassis—or the more experimental tech used in their upgrades—remains a mystery.

As of this writing, the Spillman facility on Acrux has reportedly modified a lance of WTH-2s to this 5S configuration. This glacial pace of roughly one refit every ten months is largely due to the need to break the 'Mech down to its skeleton and rebuild it almost from scratch to install the composite bones it uses. The resulting frame is half the weight, but twice as brittle as standard structure in combat. The engine compartment—reframed to accommodate the installation of an LTV 160 XL fusion engine—also features a supercharger that allows for short bursts of speed approaching ninety kph.

The *Whitworth*'s armament upgrades are ideal for urban or woodland combat. A pair of Streak SRM-6s replaces the original LRM-10s, with only a single ton of ammunition for both launchers residing in the right torso. (Given the enhanced accuracy of Streak technology, Spillman's team considers this a sufficient magazine.) A remarkable CASE II system protects this torso in the event of an ammo explosion far better than standard CASE, a modification that could keep the *Whitworth* functional even under catastrophic conditions—and explains why Spillman's team disables the 'Mech's auto-eject system as a design default. A matched set of experimental upgrades has also been installed in the arms: each has a medium X-pulse laser weapon mated with the stability of an actuator enhancement system. This combination is highly accurate to 270 meters, rivaling the more recently developed variable-speed pulse lasers seen elsewhere.

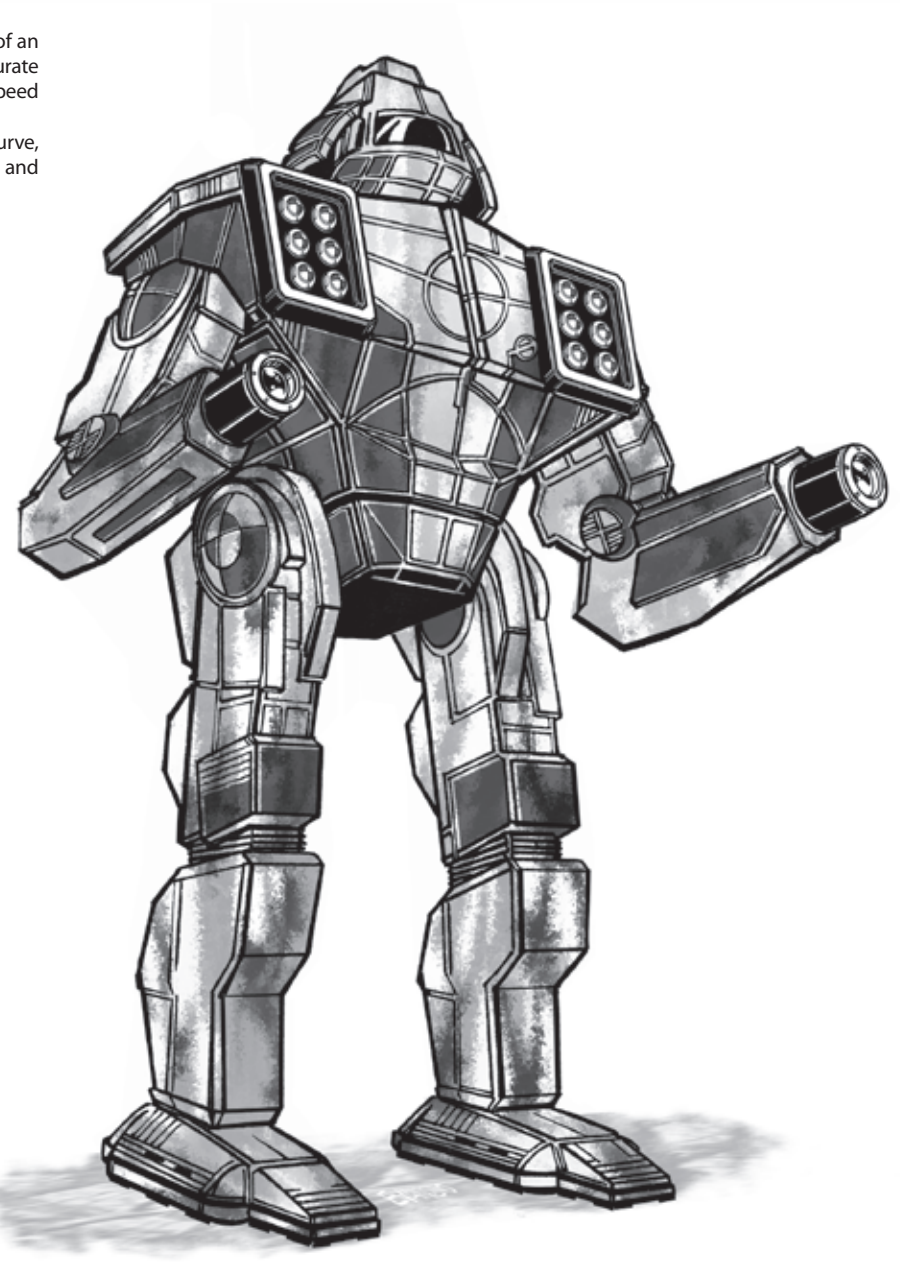
Ten freezers give the WTH-5S a manageable heat curve, though care must still be exercised when continually jumping and alpha striking.

***FrontierTech* Skill Requirement:** 'Mech: B80

Type: **WTH-5S Whitworth**
Technology Base: Inner Sphere (Experimental)
Tonnage: 40
Battle Value: 1,320

Equipment			**Mass**
Internal Structure:	Composite		2
Engine:	160 XL		3
Walking MP:	4		
Running MP:	6 (8)		
Jumping MP:	4		
Heat Sinks:	10 [20]		0
Gyro:			2
Cockpit:			3
Armor Factor:	128		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	16	
Center Torso (rear)		7	
R/L Torso	10	12/12	
R/L Torso (rear)		6/6	
R/L Arm	6	12/12	
R/L Leg	10	18/18	

Weapons and Ammo	**Location**	**Critical**	**Mass**
Medium X-Pulse Laser	RA	1	2
Actuator Enhancement Sys.	RA	2	1.5
Medium X-Pulse Laser	LA	1	2
Actuator Enhancement Sys.	LA	2	1.5
Streak SRM-6	LT	2	4.5
Streak SRM-6	RT	2	4.5
Ammo (Streak) 15	RT	1	1
CASE II	RT	1	1
Supercharger	RT	1	.5
Guardian ECM Suite	CT	2	1.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1



EXPERIMENTAL

MLN-SX MERLIN

Field Testing Summation: Customized MLN-1A Prototype Refit
Producer/Site: Sabanillas Mining Company, Sabanillas
Supervising Technician: Major Caleb Gruber (Ret)
Project Start Date: 3075
Non-Production Equipment Analysis:
Endo-Composite Internal Structure
Armored Engine
Laser Insulators
Bombast Laser

Overview

First produced in 3010, the MLN-1A didn't feature any advanced technology in its debut, but it was still a technological breakthrough as the first new 'Mech design to be introduced in the Inner Sphere after a decades-long production drought during the latter Succession Wars. Updated versions of this machine appeared in the 3050s and 3060s, and now in the '70s, yet another new *Merlin* is trundling around the FedSuns fringes, thanks to retired AFFS major, Caleb Gruber.

The MLN-SX is technically a "garage-level" field refit, but its experimental Endo-Composite internal structure demanded extensive use of the company's MiningMech repair and re-assembly facilities to implement. While technically possible to perform these upgrades in the field, the time and effort involved are prohibitive because the upgrade involves the replacement of the *Merlin*'s entire skeleton with experimental Endo-Composite structure, offering half the weight savings of Endo-Steel for half of the bulk. Furthermore, where the MLN-1A featured an eleven-point-five-ton standard fusion engine, the SX replaces it with a nine-ton light fusion engine, but then strengthens it with an additional five tons of armored shielding. The resulting engine is heavier and bulkier, but can take far greater punishment in battle—up to and including the destruction of a side torso section.

MechWarriors who have previously qualified on the *Merlin*'s weaponry must re-qualify for the MLN-SX configuration. The new *Merlin*'s long-range firepower now comes from a single Magna bombast laser. Similar to a standard large laser in range and damage profiles on its standard-power setting, the bombast can be "overcharged" by almost seventy percent for significantly more damage. The added complexity is a distraction for most MechWarriors and often results in reduced accuracy, though those who master this erratic weapon swear by its effectiveness.

The SX's secondary weaponry consists of a pair of medium variable-speed pulse lasers. All three of the *Merlin*'s lasers are paired with "RetroTech" laser insulators. The insulators require precise handling to manage. Altering the cooling parameters can cause a dangerous build up of waste heat and damage the weapons. Proper operation of the insulators reduces heat build-up, giving the already cool *Merlin* an even more favorable heat curve.

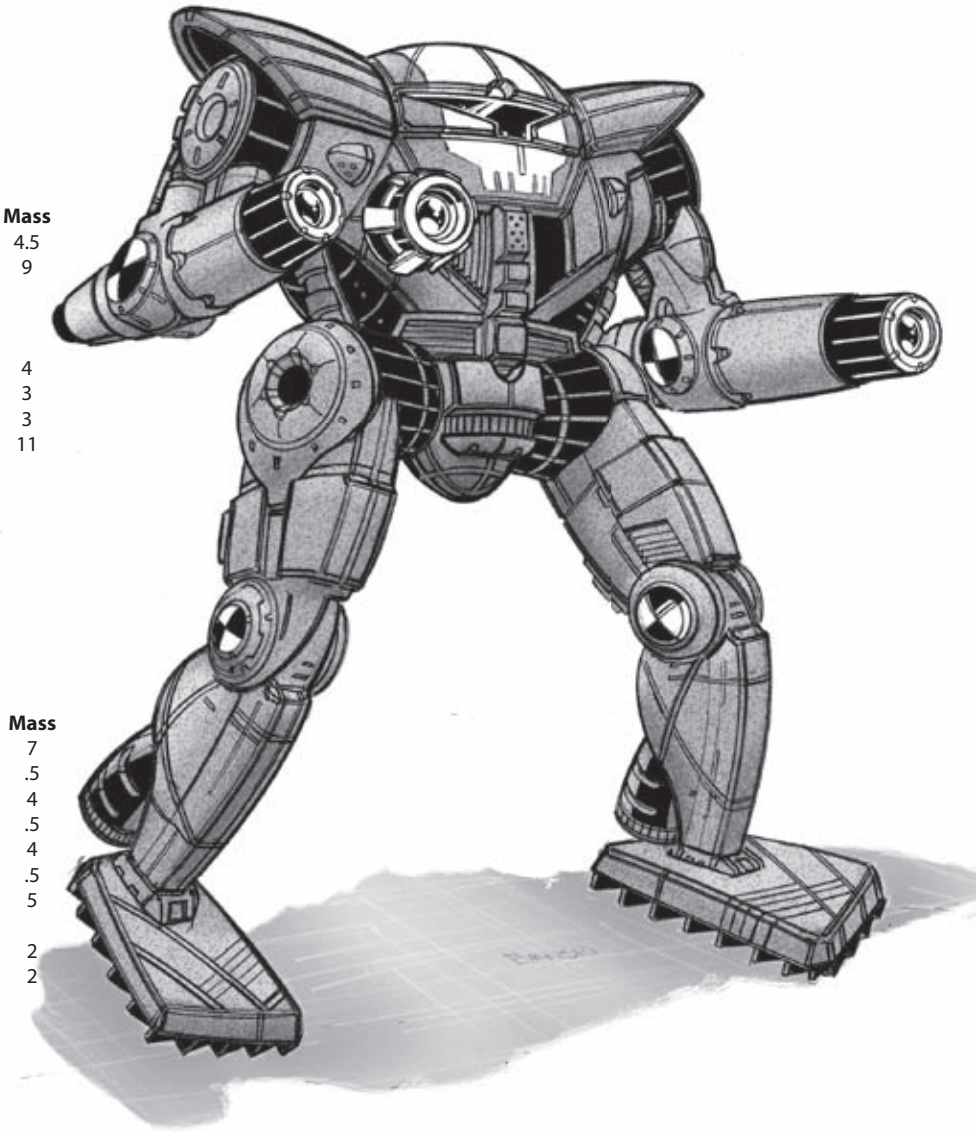
Three MLN-SXs have been deployed on Sabanillas for field trials against vagabond pirates that frequently target that world and the nearby Filtvelt Coalition. As a controlled environment is not available, any prospective adventurers must complete the platinum package waiver and life insurance paperwork. The *Merlin* is not available to first-time MechWarriors.

***FrontierTech* Skill Requirement:** 'Mech: C110

Type: **MLN-SX Merlin**
Technology Base: Inner Sphere (Experimental)
Tonnage: 60
Battle Value: 1,181

Equipment			**Mass**
Internal Structure:	Endo-Composite		4.5
Engine:	240 Light		9
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	14 [28]		4
Gyro:			3
Cockpit:			3
Armor Factor:	176		11
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	20	31	
Center Torso (rear)		8	
R/L Torso	14	22/22	
R/L Torso (rear)		6/6	
R/L Arm	10	18/18	
R/L Leg	14	18/18	

Weapons and Ammo	**Location**	**Critical**	**Mass**
Bombast Laser	RT	3	7
Laser Insulator	RT	1	.5
Medium VSP Laser	RA	2	4
Laser Insulator	RA	1	.5
Medium VSP Laser	LA	2	4
Laser Insulator	LA	1	.5
Armored Component (Armored Engine)	LT/CT/RT	—	5
Jump Jets	RL	2	2
Jump Jets	LL	2	2



EXPERIMENTAL

SDT-1 SPINDRIFT AQUATIC SECURITYMECH

Field Testing Summation: Prototype HVR-101 Hybrid Refit
Producer/Site: Bowie Industries, Carlisle
Supervising Technician: Donald Pickett II
Project Start Date: 3069
Non-Production Equipment Analysis:
Patchwork Heavy Industrial/Laser Reflective/Reactive Armor
Underwater Maneuvering Units
BattleMech HarJel System

Overview

By far the most available 'Mech in this quarter's offerings (with roughly two lances at large in the Lyran fringes), the *Spindrift* is also one of the more unusual WorkMechs ever to roll off the prototype fabrication lines at Carlisle. Adventure seekers looking for a unique opportunity should put it near the top of their list. The *Spindrift*—a heavily modified Iroquois "Harvester" AgroMech chassis—is a sub-aquatic marvel thanks to its four underwater maneuvering units (UMUs). Once submerged, it glides with a graceful fluidity at 43.2 kph where most of its brethren struggle though deep water at a ponderous 21.6 kph or slower. UMUs are difficult to operate and require significant attention. Consequently, most MechWarriors notice a correlation between UMU operation and decreased marksmanship. Supervising technician Donald Pickett insists the added maneuverability is an acceptable trade, but he's also quick to point out that the UMUs may be disengaged. When the system is put in standby, the *Spindrift* can move along the bottom of a body of water however—at a "robust" 10.8 kph.

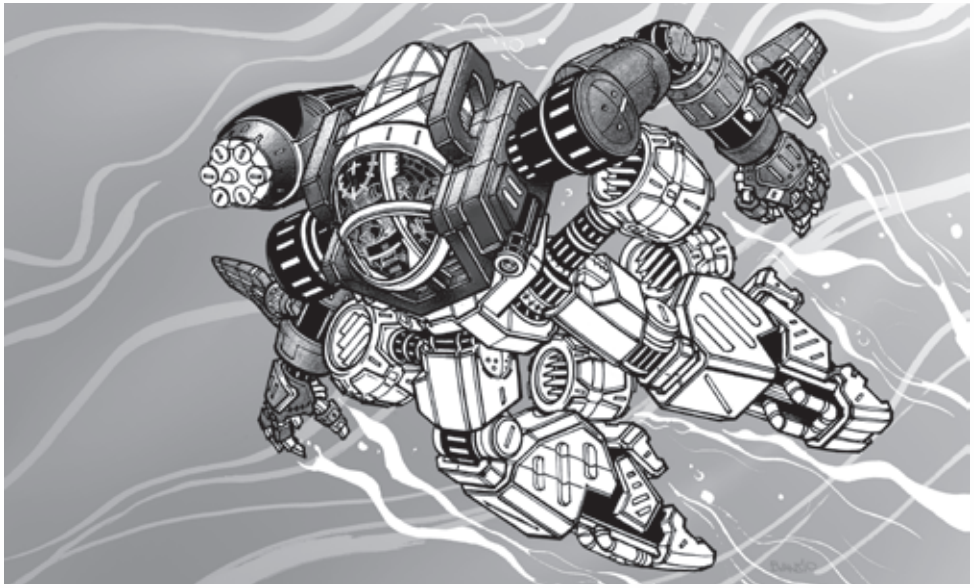
Purpose-built for extensive underwater operations, the SDT-1 struggles on dry land. A GM fusion engine, combined with an environmentally sealed chassis, facilitates the same deployment options as a BattleMech. With a top speed of 64.8 kph, it's frightfully slow for its weight class. Lack of jump jets further exacerbates maneuverability issues. Conventional wisdom states that when maneuverability suffers, armament and armor must compensate. Pickett's weapon selection focuses on underwater combat with a Sea Harvester SRT 6-Rack (of Neptune submarine fame) as its primary weapon. The 'Mech's only other weapon is an extended-range small laser. Paired with the SRT-6, this gives the *Spindrift* acceptable firepower for submersible operations, but out of the water, it's barely enough to discourage close assault by conventional infantry. MechWarriors are explicitly cautioned to avoid anti-'Mech battle armor as they would have little trouble executing a swarm attack.

The *Spindrift*'s curious mixture of armor protection starts with four tons of patchwork armor. As lasers and torpedoes are the most commonly used underwater weapons, one ton of laser reflective armor has been divided between the left and right torsos. Since the *Spindrift* has no arm-mounted weapons, its arms have been configured to test the efficacy of reactive armor underwater. As with the side torsos, a single ton of armor is shared between each arm. Two and a half tons of heavy industrial armor protect the 'Mech's head, center torso, and legs. Finally, a center torso-mounted HarJel unit eliminates the risk of losing the 'Mech's engine due to a hull breach.

***FrontierTech* Skill Requirement:** 'Mech: A40

Type: **SDT-1 Spindrift Aquatic SecurityMech**
Technology Base: Inner Sphere (Experimental)
Tonnage: 30
Battle Value: 425

Equipment		Mass
Internal Structure:	Industrial	6
Engine:	120 Fusion	4
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
UMP MP:	4	
Heat Sinks:	10	0
Gyro:		2



Equipment			Mass
Cockpit (Industrial):			3
Armor Factor (Patchwork):	64		4.5
	Internal Structure	*Armor Value*	
Head	3	5	
Center Torso	10	10	
Center Torso (rear)		3	
R/L Torso*	7	6/6	
R/L Torso (rear)*		2/2	
R/L Arm*	5	8/8	
R/L Leg	7	7/7	

*Both arms mount reactive armor; Both side torsos mount laser-reflective armor; All remaining locations mount Heavy Industrial (Standard) armor.

Weapons and Ammo	Location	Critical	Mass
Environmental Sealing	*	8	3
(Locations: H, LA, LT, CT, RT, RA, LL, RL)			
ER Small Laser	LT	1	.5
SR Torpedo-6	RT	2	3
Ammo (SRT) 15	LT	1	1
Underwater Maneuvering Unit	RL	1	.5
Underwater Maneuvering Unit	LL	1	.5
Underwater Maneuvering Unit	RT	1	.5
Underwater Maneuvering Unit	LT	1	.5
BattleMech HarJel System	CT	1	1

Note: *Features Advanced Fire Control*

EXPERIMENTAL

TMC-NB TEMAX CAT NINJABOLT

Field Testing Summation: Custom Hybrid Chassis
Producer/Site: Blackstar Stables, Solaris VII
Supervising Technician: Larry Allen Barttelbort
Project Start Date: 3065
Non-Production Equipment Analysis:
Hybrid Chassis (Standard/Endo-Steel)
Hyper-Velocity Autocannon/10
Enhanced LRM-15

Overview

Larry Allen Barttelbort has spent the last twelve years creating and maintaining his "*Temax*" with the same sort of loving devotion often found in vintage cars aficionados. It began when Barttelbort's AXM-1N *Axman* had its right leg blown off during a 3065 match in the Jungle arena on Solaris VII. His opponent used it as a club, killing Barttelbort's partner in a string of physical attacks while Barttelbort watched in horror. Barttelbort was unable to obtain repair parts due to the FedCom Civil War, but eventually scavenged the right leg from a TMP-3M *Tempest*.

During a grudge match in '66, the *Axman*'s entire right arm was destroyed. Forced into another improvised repair, Barttelbort attached an HCT-3F *Hatchetman*'s right arm. The arm's first swing in combat buried the blade deep into the right shoulder of his opponent's *Quickdraw*. When the *Quickdraw*'s answering kick knocked the *Axman* down, Barttelbort's makeshift repair failed and the arm ripped free from the shoulder.

After the FedCom Civil War came to an end in 3067, Barttelbort returned home to the FedSuns Outback and hired on as a pirate hunter. Although he now had access to *Axman* spare parts, Barttelbort continued his practice of using jury-rigged repairs. In '68, a salvaged CPLT-C1 *Catapult* provided replacements for a left torso and arm that had become too badly damaged to repair. Barttelbort installed an experimental HVAC/10 and Enhanced LRM-15 during these repairs (though their origins are murky).

Having lost his *Axman*'s right arm a total of eight times since his 3066 bout, Barttelbort acquired arm number nine in 3073 when he traded six tons of Artemis IV LRM ammo for the right arm of a scrapped NJT-2 *Ninja-To*. In the last four years of frequent combat, the arm has performed flawlessly (unlike half of his previous grafts) and Barttelbort considers it a permanent fixture.

Today, with only the head, center torso, and right torso of his original *Axman* remaining, it is clear that Barttelbort considers the grafting of salvaged parts a badge of honor. His *Temax* received its latest limb replacement during a Word of Blake raid in '75, after Barttelbort squared off against a Blakist TDR-9M *Thunderbolt*. The Blakist's salvo shattered ninety percent of the *Temax*'s left leg, destroying both the hip and upper leg actuator. Barttelbort's return shots breached the *Thunderbolt*'s LRM magazine and triggered the 'Mech's auto-eject system. Rather than repair the *Temax's* original *Axman* left leg, Barttelbort appropriated his fallen opponent's leg instead.

FrontierTech adventures with the *Temax* are limited to bronze and silver packages and incur a ten percent surcharge due to the increased training time required to pilot this machine. This includes personal instruction from MechWarrior Barttelbort himself.

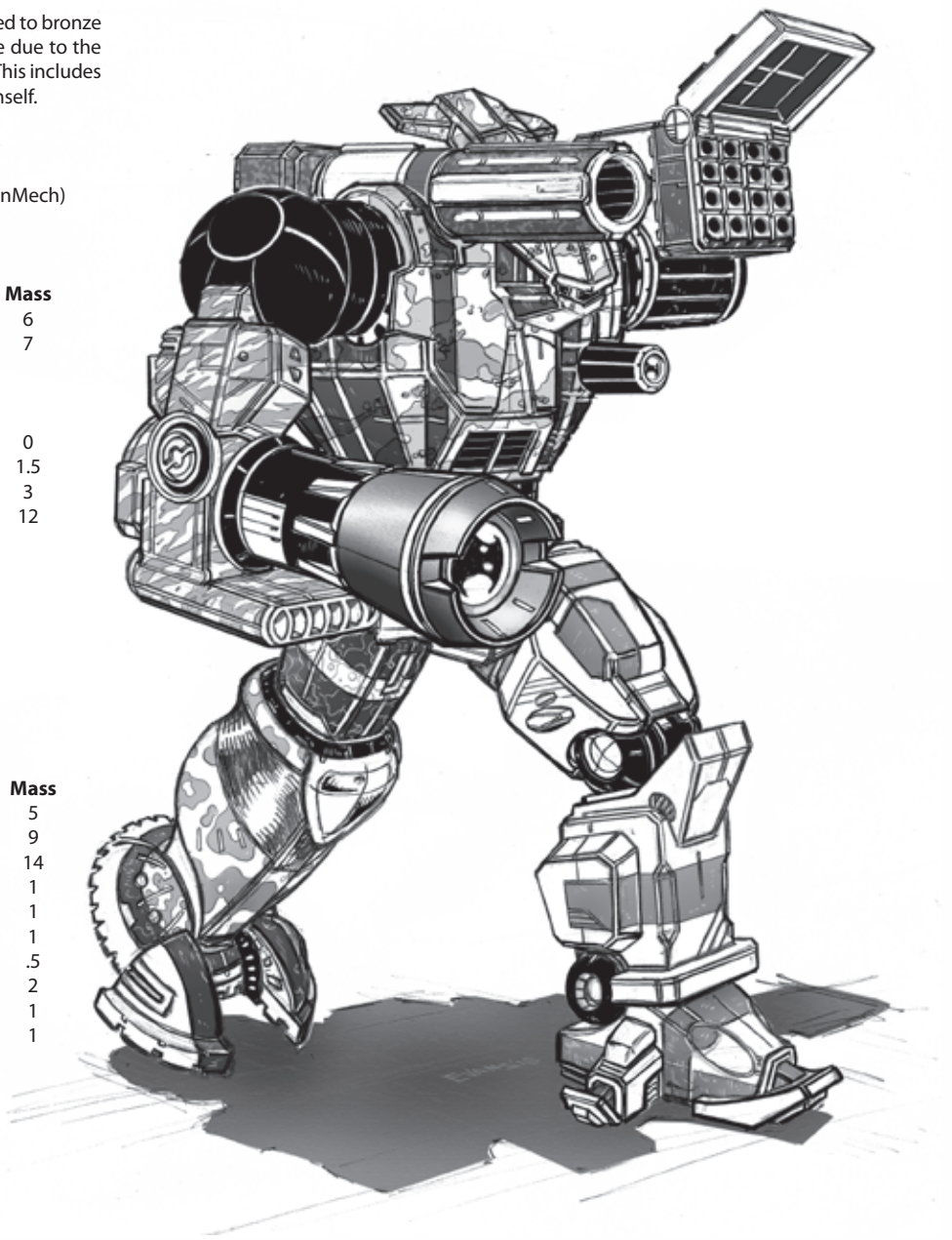
***FrontierTech* Skill Requirement:** 'Mech: D660

Type: **TMC-NB Temax Cat Ninjabolt**
Technology Base: Inner Sphere (Experimental - FrankenMech)
Tonnage: 65
Battle Value: 1,475

Equipment			**Mass**
Internal Structure:	Standard/Endo Steel Hybrid		6
Engine:	260 XL		7
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	10 [20]		0
Gyro (XL):			1.5
Cockpit:			3
Armor Factor:	185		12
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	21	28	
Center Torso (rear)		6	
R/L Torso	15	21/19	
R/L Torso (rear)		6/8	
R/L Arm	10	18/13	
R/L Leg	15	28/29	

Weapons and Ammo	**Location**	**Critical**	**Mass**
ER Large Laser	RA	2	5
Enhanced LRM-15	LA	6	9
HVAC/10	RT	6	14
Ammo (HVAC) 10	LT	1	1
Ammo (NLRM) 8	LT	1	1
Medium Laser	LT	1	1
CASE	LT	1	.5
Jump Jets	LT	2	2
Jump Jet	RL	1	1
Jump Jet	LL	1	1

Note: *Features Full-Head Ejection System*



EXPERIMENTAL

LEXAN SURVEILLANCE HELO

Field Testing Summation: Prototype Lexan Oceanic Series II Personal VTOL Refit
Producer/Site: Lockheed/CBM Corporation, Furillo
Supervising Technician: Rebecca Cardinali
Project Start Date: 3075
Non-Production Equipment Analysis:
Angel ECM

Overview

After the Cloud Nine airship debacle in 3065, the latest dream of airship-based fighter carriers faded into comfortable memory. For nine long years, no one mentioned the disaster. No tri-vid films documented the unique concept. No tabloids published outlandish tales of "what really happened." Then Rebecca Cardinali, engineering director for Lockheed/CBM's personal VTOL division, met Joseph Akron, cousin to Count Douglas Fassei of Cal-Boeing, at the fifty-seventh annual EECEIECE (Electrical Engineer, Computer Engineer, Industrial Engineer, Conference Event). The day progressed and Cardinali and Akron attended seminar after seminar, ultimately arriving at the Terrors of Technology symposium. The panel focused on technological blunders and failures over the past fifty years, culminating in a top ten list—upon which the Cloud Nine placed third.

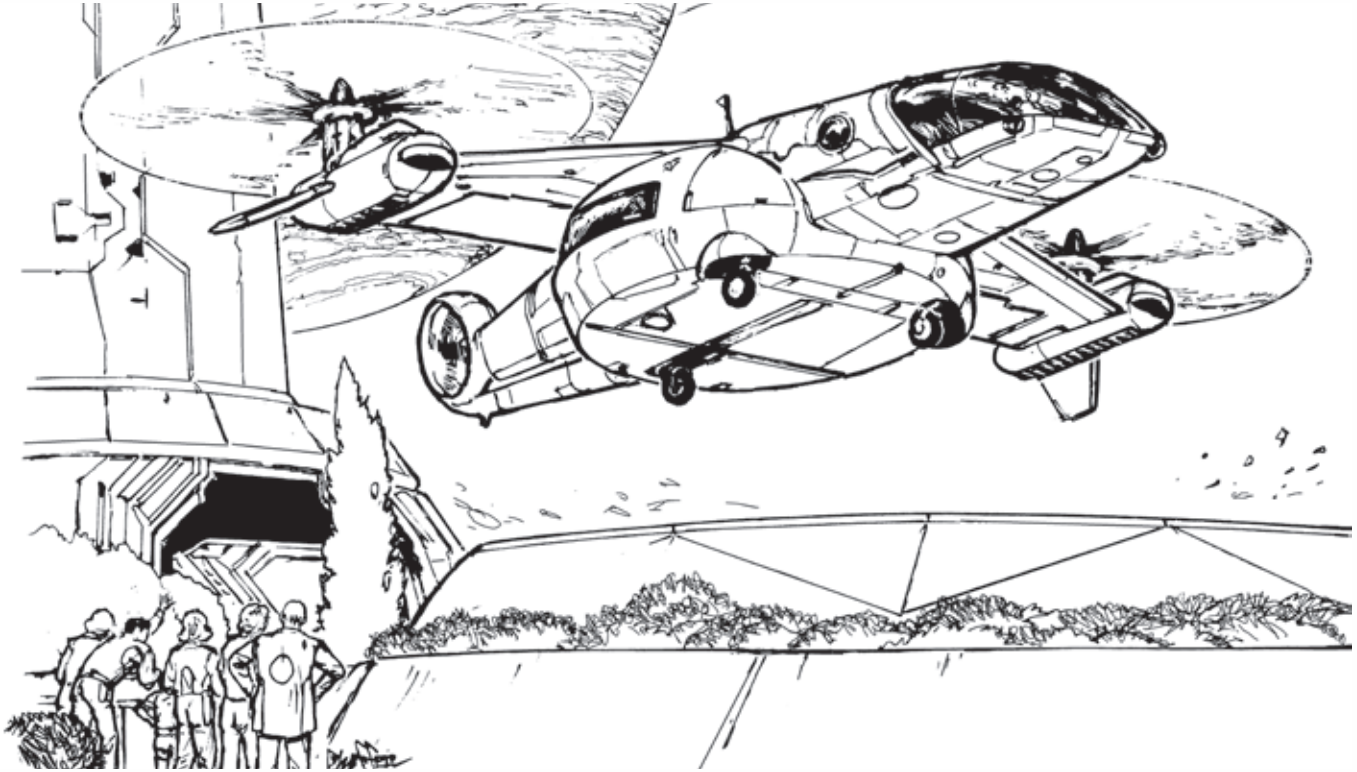
What happened next can best be described as love-stories-of-the-socially-awkward-meets-accidental-technology-breakthroughs-by-the-open-bar. After sharing several bottles of wine, Cardinali and Akron found themselves in a heated debate over whether or not the Cloud Nine could have been a viable carrier ship. The debate lasted into the early morning hours as point and counterpoint was played out until both participants were either sold on the idea—or too drunk to care.

Two months after the 57th EECEIECE, in September of '74, Cardinali presented the Lockheed/CBM regional board of directors with her plans for a militarized version of the Lexan Oceanic Series II. After her presentation, the board informed Cardinali that she could begin development immediately with an expanded staff and budget, with the caveat that she had to deliver sixteen functional prototypes by October of '75.

Lockheed/CBM envisioned a different military role for the newly named Lexan Surveillance Helo. Cardinali would have to sacrifice her planned stealth armor and ER small laser for a prototype Angel ECM and a pair of standard small lasers. Additional requirements included a recon camera, which ruled out any sort of enhanced fire control. When she asked about the delivery date for these test models, she learned that Joseph Akron had convinced his uncle to build another airship prototype based upon the events at EECEIECE.

Six prototype Lexans entered field trials with the Cloud Ten airship in January of 3076. They are making a circuit of several remote worlds in the Lyran Alliance to test information gathering and surveillance capabilities. As of this writing, they will be on Buena until 29 June 3078. The full story is available in *From Lampoon to Laurel: The Story of Getting Past Cloud Nine* (Skye Press).

***FrontierTech* Skill Requirement:** VTOL Vehicle: B70



Type: **Lexan Surveillance Helo**
Technology Base: Inner Sphere (Experimental)
Movement Type: VTOL (Medium)
Equipment Rating: F/X-X-F/E
Mass: 15 tons
Battle Value: 232

Equipment		**Mass**
Chassis/Controls:		4
Engine/Transmission:	Fusion	4.5
Cruise MP:	15	
Flank MP:	23	
Heat Sinks:	2	2
Fuel:	0	
Armor Factor (BAR 10):	19	1
	Internal Structure	*Armor Value*
Front	2	7
R/L Side	2	4/4
Rear	2	2
Rotor	2	2

Weapons and Ammo	**Location**	**Mass**
Angel ECM	Body	2
Recon Camera	Front	.5
2 Small Lasers	Front	1

Crew: 4
Cargo: None

Notes: Features Armored Chassis and Controls Modification. The Lexan has no fire control system.

EXPERIMENTAL

"SEA HUNTER" MARITIME TANK

Field Testing Summation:
Prototype Hunter Light Support Tank Refit
Producer/Site: Andrea County Armor Yards, Herzberg
Supervising Technician: Esther Miller
Project Start Date: 3068
Non-Production Equipment Analysis:
Combat Vehicle Escape Pod
Enhanced LRM-10 Pack

Overview

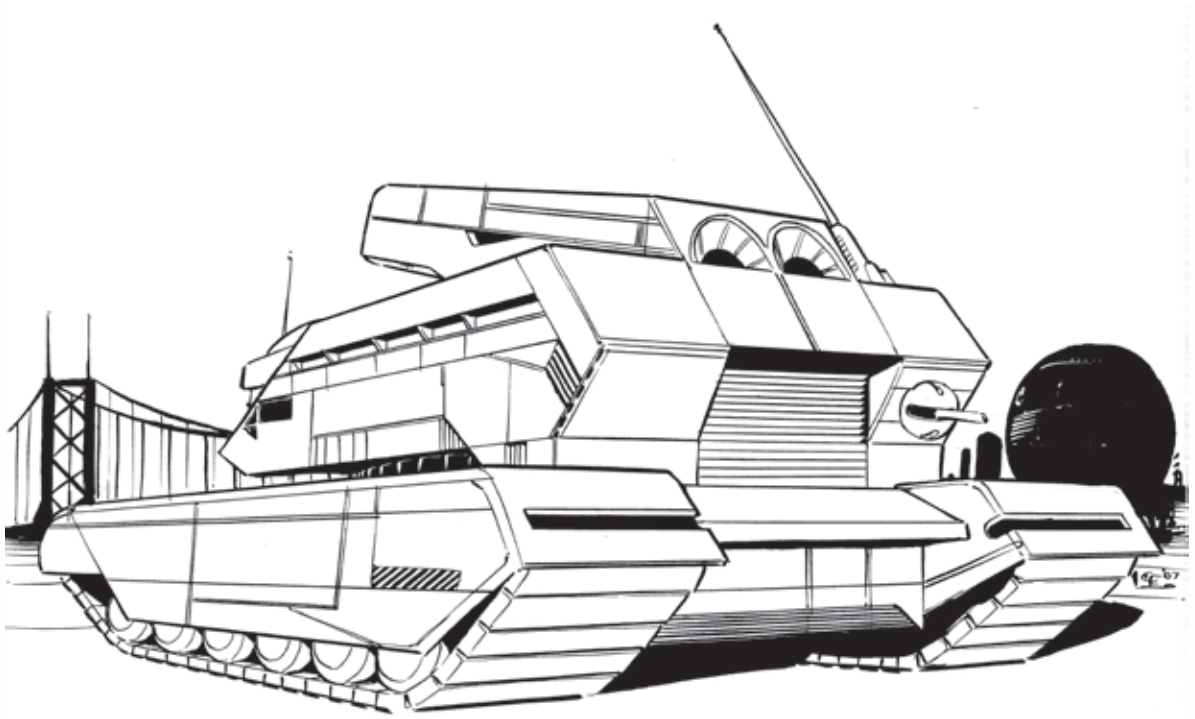
If you only book one adventure with a combat vehicle, make sure it's aboard the fully amphibious Sea Hunter. A rarely seen concept in ground combat vehicles, the Sea Hunter is based on an upgraded 3054-vintage Hunter tank chassis, but was designed to resemble its Succession Wars progenitor. Ester Miller of the Andrea County Armor Yards (a minor local refit and repair base) and her team did an excellent engineering job in obtaining this classic appearance—going so far as to mimic the Hunter's rearward Zippo flamer with a non-functioning cosmetic.

Under Miller's direction, four tons of heavy ferro-fibrous armor was installed, limiting the structural space available to the Sea Hunter, but providing eighty-two percent of the early model's protection at two-thirds of the weight. In addition, the vehicle's interior has been reconstructed to incorporate an experimental combat vehicle escape pod (CVEP) system. Similar to the life pods found aboard DropShips and other space-faring vessels, this system provides a self-contained, sealed environment capable of protecting an ejected crew until Search and Rescue (SAR) units can retrieve them. Once the tank commander gives the order, an experienced crew can board and eject the pod within ten seconds. The CVEP has a 120-meter launch range with limited directional controls, and—once grounded—can serve as a shelter against hostile environments. It's also equipped with a flotation device, which has made it a popular addition particularly in the case of this vehicle.

Additional modifications to this prototype include extra sealing around hatches and the installation of recessed, multi-directional water jets for amphibious propulsion. An increased overall hull size compared to the original (the new model is roughly a meter and a half longer, and almost two meters wider than its progenitor) enhances buoyancy, and decreases the chances of capsizing. Although the "Sea Hunter" is not intended for deployment in rough water (but is at home in the large rivers and lakes that cover Herzberg's two most populated landmasses), it is these modifications that give this vehicle its market name.

Twenty front-mounted launch tubes give the impression of the original LRM-20 system found on the early-model Hunter, but in fact these are actually two separate systems. The lower ten tubes belong to a standard long-range torpedo launcher. An enhanced LRM-10 is mounted towards the back of the hull in what is often mistaken for a turret. Though heavier and bulkier than a standard LRM rack, this prototype launcher has an improved targeting and tracking system and a reduced minimum range. Finally, the Sea Hunter has two rear-mounted mine dispensers routinely stocked with sea mines.

***FrontierTech* Skill Requirement:** Ground Vehicle: C120



Type: **"Sea Hunter" Maritime Tank**
Technology Base: Inner Sphere (Experimental)
Movement Type: Tracked (Fully Amphibious)
Tonnage: 35
Battle Value: 570

Equipment		Mass
Internal Structure:		3.5
Engine:	140 XL	4
Type:	Fusion	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		2
Amphibious Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0

Equipment		Mass
Armor Factor (Heavy Ferro):	79	4
	Armor Value	
Front	30	
R/L Side	18/18	
Rear	13	

Weapons and Ammo	Location	Mass
CV Escape Pod	Rear	4
2 Mine Dispensers	Rear	1
Enhanced LRM-10	Front	6
Ammo (NLRM) 12	Body	1
LR Torpedo 10	Front	5
Ammo (LRT) 12	Body	1
Cosmetic	Rear	0
(False Weapon: Flamer)		

EXPERIMENTAL

JAGDPANZER II (HETZER REFIT)

Field Testing Summation: Custom Hetzer Refit
Producer/Site: Withheld by Request
Supervising Technician: Withheld by Request
Project Start Date: Withheld by Request
Non-Production Equipment Analysis:
Vehicular Stealth Armor
Sponson Turrets

Overview

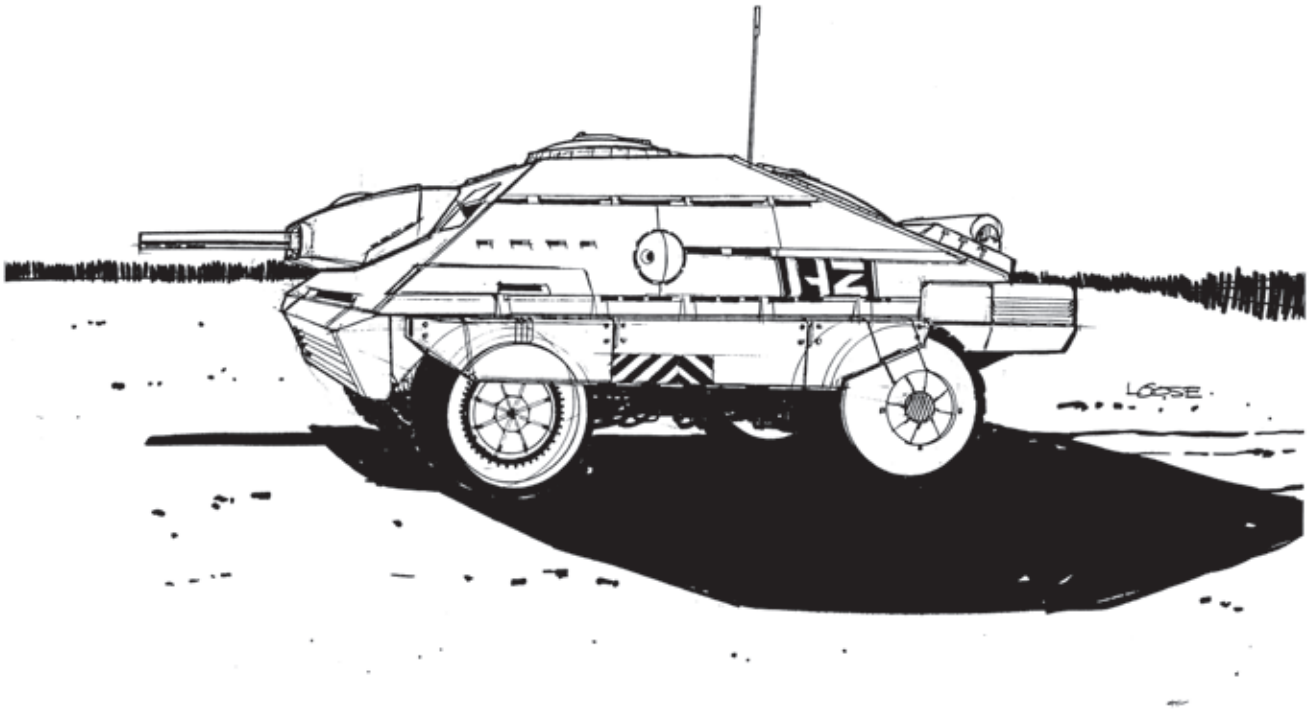
FrontierTech is happy to announce that any adventure package featuring this special Hetzer custom job will receive a fifteen percent discount on the entire package price, and an additional ten percent discount on autocannon ammo used during your adventure.

Additional security measures are required when scheduling this vehicle. Interested parties must submit to a series of personal scans to ensure the absence of any espionage devices. Transit is handled as usual—in first class accommodations aboard one of our *Gazelle*-class refits, but final destination information will not be provided. Your adventure will take place on a habitable world in the Lyran Alliance. In addition to the standard non-disclosure agreement, non-competitive contract, and trade-secret guarantee documents, additional legal instruments will be executed prior to embarking on an adventure package.

The original Hetzer Wheeled Assault Gun had two significant flaws. The first was a lack of closing speed. The second—short battlefield endurance—correlated to the first. Caught in the open, Hetzers are quickly picked apart before they can bring their deadly Crusher SH Cannon to bear. As a result, tactical doctrine has been to deploy the Hetzer as a first strike unit. While attacking from a hidden position is good for Hetzer crews, it hampers strategic use of the vehicle.

The "Jagdpanzer II" (JPII) is a simple, yet highly effective, enhancement to the existing Hetzer chassis that solves all of these problems and more. JPII carries a front-mounted Defiance Thunder ultra autocannon. The Thunder has thirty meters more effective range over the Crusher and double the firing rate. It can chew through two and half tons of armor per volley, giving pause to all but the most heavily armored units. Both the Hetzer and the JPII carry six tons of armor, but the JPII uses recently developed (and thus still experimental) vehicular stealth armor. Based on the 'Mech stealth armor developed by the Capellan Confederation, this makes targeting the JPII significantly more difficult than usual, and when combined with a top speed of 86.4 kph (that's twenty kph better than the Hetzer) the JPII can be successfully deployed in the open field. Almost as an afterthought, left and right sponson-mounts have been added which carry Sperry-Browning machine guns that further protect the JPII from capture by conventional infantry units.

***FrontierTech* Skill Requirement:** Ground Vehicle: B80



Type: **Jagdpanzer II (Hetzer Refit)**
Technology Base: Inner Sphere (Experimental)
Movement Type: Wheeled
Tonnage: 40
Battle Value: 1,009

Equipment		Mass
Internal Structure:		4
Engine:	180 XL	5.5
Type:	Fusion	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		0
Power Amplifier:		0
Sponson Turret:		.5
Armor Factor (Vehicle Stealth):	96	6
	Armor Value	
Front	30	
R/L Side	22/22	
Rear	22	

Weapons and Ammo	Location	Mass
Ultra AC/20	Front	15
Ammo (Ultra AC) 20	Body	4
Machine Gun	Right Sponson	.5
Machine Gun	Left Sponson	.5
Ammo (MG) 100	Body	.5
Guardian ECM	Body	1.5

EXPERIMENTAL

GOBLIN-X

Field Testing Summation: Prototype Goblin Refit
Producer/Site: Jalastar Aerospace, Panpour
Supervising Technician: Steve Colligan
Project Start Date: 3073
Non-Production Equipment Analysis:
XXL Engine
PPC Capacitor
Dual Turrets

Overview

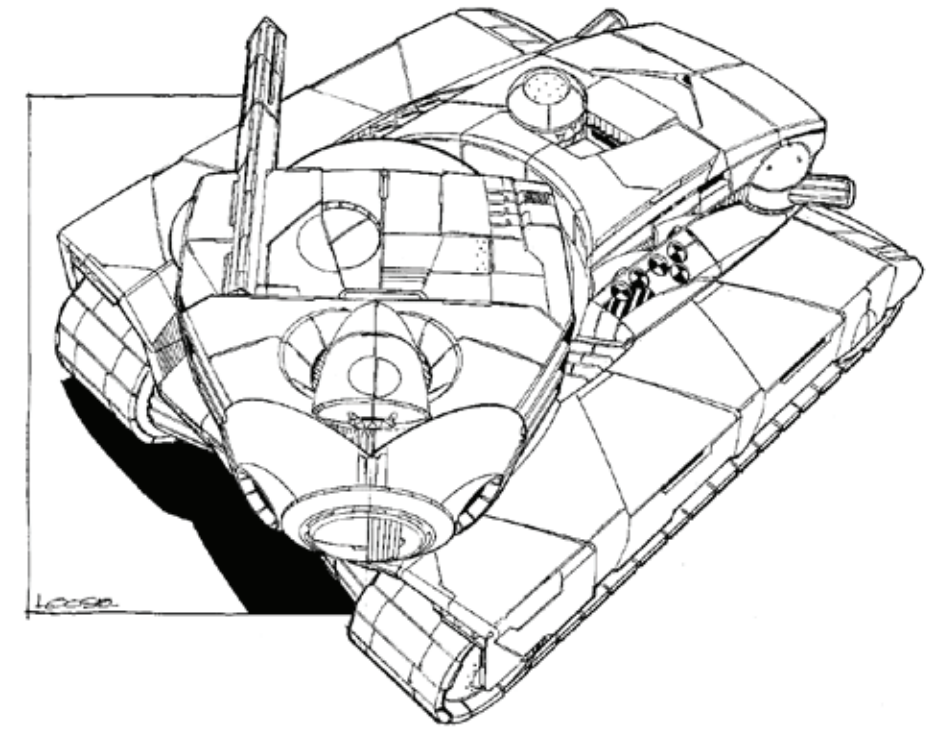
In the early 3070s, Jalastar decided to add a ground-based infantry transport to their catalog. After failing to obtain acceptable terms from Vandenburg Mechanized Industries (on New Vandenburg) and Ceres Metals Industries (on Warlock) they made a deal with Johnston Industries of New Syrtis to license the Goblin infantry tank chassis. In an unusual move, the agreement covered the hull, infantry bay, armor, and motive system while specifically prohibiting Jalastar from using any existing Goblin armament configuration. Further Jalastar was responsible for all research and development costs arising from the engine, targeting and tracking system, and communications system.

Johnston would receive four of Jalastar's prototype Goblins for evaluation along with the right of first refusal for the initial production run. Johnston also retained the right to build the new Goblin variant, but only if they reimbursed Jalastar for half of the so-called Goblin-X's R&D costs. It seemed obvious that Johnston was effectively outsourcing the Goblin's R&D through Jalastar. However, as of press time, they still have not exercised their option to produce the vehicle, which is set to expire next year.

The Goblin-X's senior designer, Steve Colligan, joined Jalastar in January of 3071 after leaving Vandenburg Mechanized Industries, where he had been instrumental in developing the heavy hover APC that debuted a year before. Colligan was given virtually full design control over the Goblin-X project, answerable only to functional specifications, delivery date, and Jalastar's executive staff.

Colligan's approach for the Goblin-X starts with a straightforward upgrade of its venerable progenitor by more than doubling the size of its infantry bay, but his more radical changes included a switch to a dual-turret configuration. The main (rearward) turret features a light particle cannon augmented by a capacitor, providing solid firepower as long as the gunner can keep the capacitors charged. An MML-9 keeps the PPC company in the rear turret, giving crews the flexibility of firing both LRM and SRM munitions. Twin MagShot Gauss rifles replace the original Goblin's forward machine guns, but are mounted in their own forward turret for a wider arc of fire. This change offers significantly more range than the machine guns, and inflicts approximately the same amount of damage to armor—but the MagShots' lower burst rate means they are less effective against conventional infantry in close combat.

***FrontierTech* Skill Requirement:** Ground Vehicle: C160



Type: **Goblin-X**
Technology Base: Inner Sphere (Experimental)
Movement Type: Tracked
Tonnage: 45
Battle Value: 886

Equipment		Mass
Internal Structure:		4.5
Engine:	180 XXL	4
Type:	Fusion	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		0
Power Amplifier:		0
Turrets:		1.5

Equipment		Mass
Armor Factor (Heavy Ferro):	188	9.5
	Armor Value	
Front	40	
R/L Side	32/32	
Rear	24	
Front Turret	30	
Rear Turret	30	

Weapons and Ammo	Location	Mass
Light PPC + Capacitor	Rear Turret	4
MML-9	Rear Turret	6
Ammo (MML) 39/33	Body	3
2 MagShot Gauss Rifles	Front Turret	1
Ammo (MagShot) 50	Body	1
Infantry Compartment	Body	8

EXPERIMENTAL

HEAVY LRM CARRIER (EN VARIANT)

Field Testing Summation: Prototype Heavy LRM Carrier Refit
Producer/Site: Johnston Industries Mobile
Fabrication Facility A, Lackland
Supervising Technician: Denise Fishlock
Project Start Date: 3073
Non-Production Equipment Analysis:
Enhanced LRM-15
Extended LRM-15
Hardened Armor

Overview

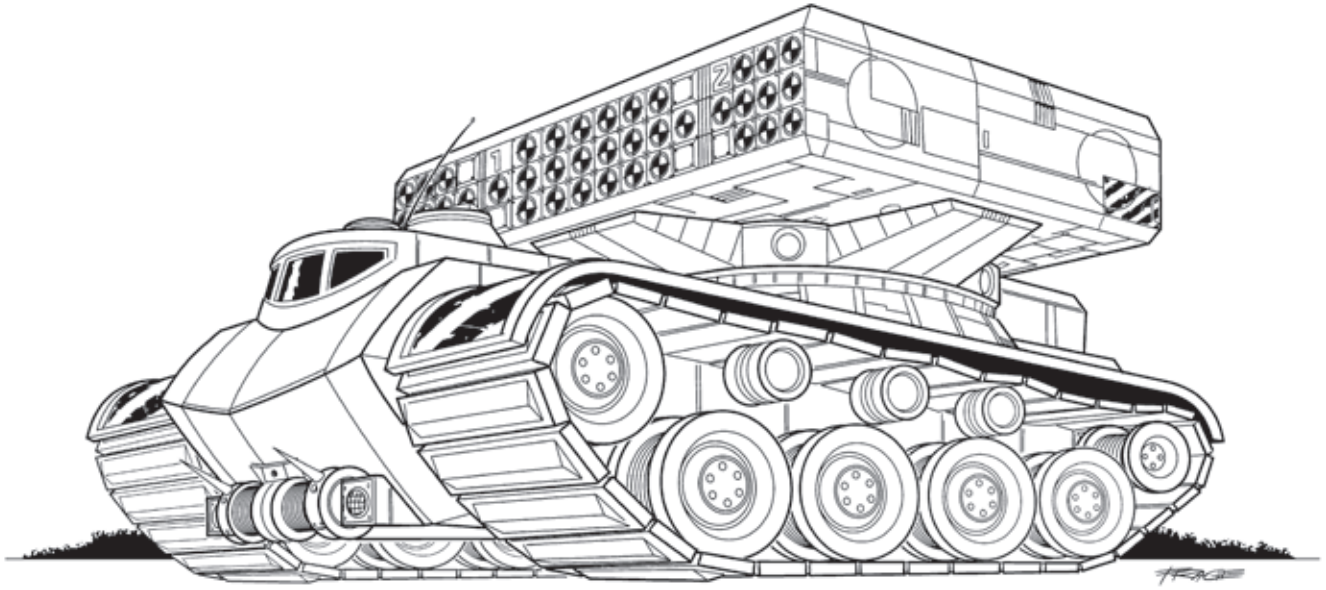
To say the last year has been difficult for Johnston would do them an injustice. Before the Taurians brought orbital bombardment to New Syrtis, Johnston was well positioned in the market and steadily growing their business. After the attack, their facilities were so contaminated that it might yet take them longer to clean up than it will for their competition to build new plants. If Johnston was competitive before, they're fanatical now.

Faced with a desperate need for operating capital, and a lengthy and costly clean up on New Syrtis, Johnston has shown considerable resourcefulness in getting their ambitious mobile facilities up and running in six months. The *Lackland* "Facility A" vessel—essentially a heavily modified *Fomalhaut*-class blue water superfreighter—is reportedly geared more for assembly and refits than from-scratch construction, but it does the trick. The length of time from her official announcement to the facilities' opening suggests that Johnston was likely working on *Lackland* for some time, possibly inspired by the reports of Luthien Armor Works' spaceborne mobile facilities.

The partially completed Heavy LRM Carrier prototype being developed on the *Lackland* is one of the facility's most inspired products. Using Heavy LRM Carrier vehicle chasses originally produced in the Magistracy of Canopus, these experimental vehicles trade out their standard LRM launchers for prototype enhanced and extended-range LRM racks, but have an unpredictable production rate due to "Facility A's" semi-completed state and the parts supply chains we can only charitably describe as "dubious". Still, as of this writing, just under two lances of the completed product have been shipped off New Syrtis to the Pleiades worlds for extensive "field testing".

Test deployments vary greatly, and *FrontierTech* is exceptionally careful when selecting adventure locations due to the abundance of combat activity in the FedSuns-Concordat border area. Multiple opportunities exist to test the vehicle in combat, but due to its slow speed and relatively light armor (for its size), *FrontierTech* tours to these combat zones will include additional waivers and hazardous conditions certifications. Still, "testing" this vehicle generally involves pointing the missile tubes at a target and then watching lots and lots of explosions. With an A10 skill rating, virtually anyone can try out this missile carrier.

***FrontierTech* Skill Requirement:** Ground Vehicle: A10



Type: **Heavy LRM Carrier (EN Variant)**
Technology Base: Inner Sphere (Experimental)
Movement Type: Tracked
Tonnage: 80
Battle Value: 1,058

Equipment		Mass
Internal Structure:		8
Engine:	160 XL	4.5
Type:	Fusion	
Cruising MP:	2	
Flank MP:	3	
Heat Sinks:	10	0
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turret:		4.5
Armor Factor (Hardened):	80	10
	Armor Value	
Front	17	
R/L Side	16/16	
Rear	14	
Turret	17	

Weapons and Ammo	Location	Mass
2 Enhanced LRM 15	Turret	18
Ammo (NLRM) 24	Body	3
2 Extended LRM-15	Turret	24
Ammo (ELRM) 24	Body	4

NISHIKIGOI (KOI VARIANT)

Field Testing Summation: Custom Koi Refit
Producer/Site: Unknown
Supervising Technician: Pelezinho Azul
Project Start Date: 3071
Non-Production Equipment Analysis:
Supercharger
Chaff Pod

Overview

A product of clearly Kuritan manufacture, the mysterious Nishikigoi wing-in-ground effect vehicle started making transport runs in the fall of '74 on Kaumberg (in the Alarion Province of the Lyran Alliance). This apparent one-of-a-kind unit features a number of upgrades that exceed the local technological capabilities. There are many plausible explanations for this, but it all makes a Kuritan WiGE tooling about a Lyran Alliance planet with eight tons of communications gear just a bit stranger.

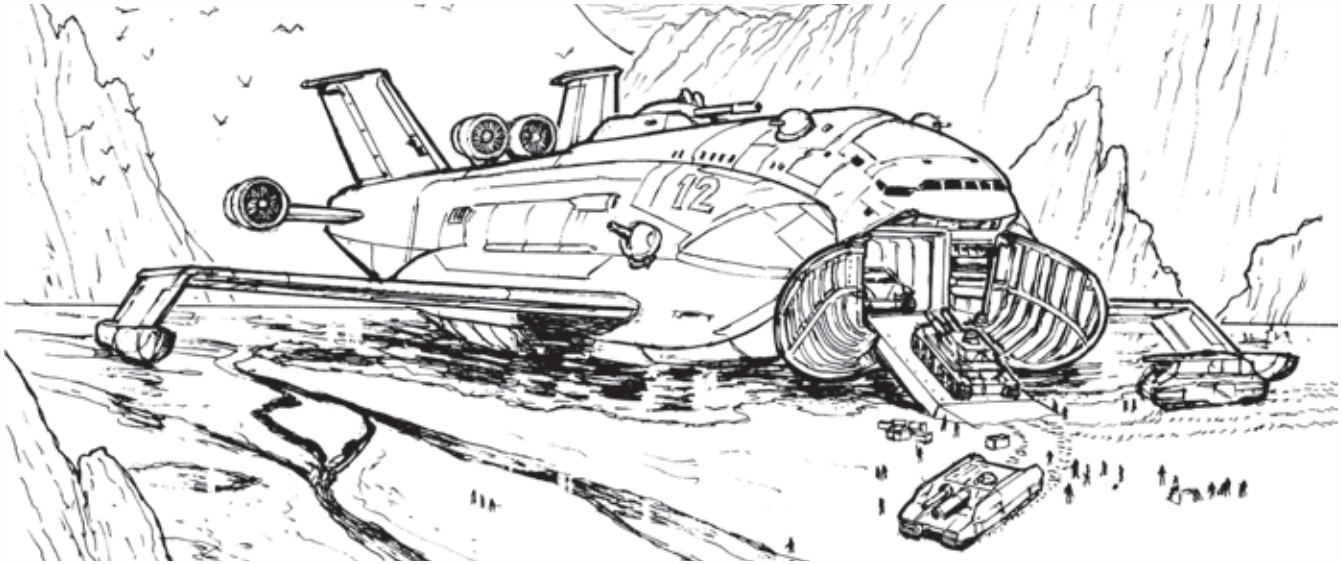
The Kaumberg planetary banner has been emblazoned on the vehicle and it features appropriate commercial registration markings, but when *FrontierTech* contacted the registered owner, we learned that a shell corporation owns this intriguing craft. Whoever is behind the Nishikigoi has gone to great lengths to keep secrets. After tracing funds through a score of shell companies and nearly two thousand monetary transactions, we stopped looking—and, about a month later, we were contacted by a local attorney. We reached an agreement with little difficulty and our mysterious developer has executed the standard adventure provider agreements. One clause upon which they insisted: Any *FrontierTech* client having an adventure that includes the Nishikigoi must execute additional non-disclosure documentation and submit to psychological screening.

At 240 tons, the Nishikigoi is built on the largest available WiGE support chassis. Its fusion engine gives it a functionally unlimited transport distance for its eighty-plus tons of cargo. It features four Thunderbolt-10 launchers mounted on a dorsal turret. A handful of chaff pods adorn the rear sides.

[***Editor's Note:*** *A reminder for new customers: When booking a* FrontierTech *adventure that includes a large unit such as the Nishikigoi, the standard practice is to put you in command of the vehicle. During war games and other exercises your adventure is based upon you leading a team of soldiers into battle: At* FrontierTech*, we put* you *in Command!™.*

However, we know that some of our customers prefer to get their feet wet and/or find that firing weapons and directly interacting with your opponent can provide more of a thrill. To those people we say, "Why choose?" It is your adventure after all. When you speak to your travel consultant make sure to ask about all the large unit options for your adventure.]

***FrontierTech* Skill Requirement:** WiGE Vehicle: A15



Type: **Nishikigoi**
Technology Base: Inner Sphere (Experimental)
Movement Type: WiGE (Large)
Mass: 240 tons
Equipment Ratings: E/X-X-F/E
Battle Value: 1,524

Equipment		**Mass**
Chassis/Controls:		61
Engine/Transmission:	Fusion	31.5
Cruising MP:	5	
Flank MP:	8 (10)	
Heat Sinks:	0	0
Fuel:		0
Turret:		3
Armor Factor (BAR 8):	122	5.5
	Internal Structure	*Armor Value*
Front	24	18
Front R/L Side	24	18/18
Rear R/L Side	24	18/18
Rear	24	16
Turret	24	18

Weapons and Ammo	**Location**	**Mass**
Advanced Fire Control	Body	4
4 Thunderbolt 10s	Turret	28
Ammo (Thunderbolt) 60	Body	10
2 Chaff Pods	Rear-Right Side	2
2 Chaff Pods	Rear-Left Side	2
Engine Supercharger	Body	3.5
Comms. Equipment	Body	8

Crew: 28
Cargo:
81.5 tons standard 1 door (Front)

Notes: Features Amphibious Chassis and Controls Modification.

EXPERIMENTAL

SANGIHE SHRIKE-THRUSH "NANOOK"

Field Testing Summation: Custom TR-7 Hybrid Refit
Producer/Site: VEST, Solaris VII
Supervising Technician: Unknown
Project Start Date: Circa 3052-3068
Non-Production Equipment Analysis:
XXL Engine
Patchwork Armor (Laser Reflective/Reactive)
Clan Medium Pulse Lasers
Clan ER Medium Lasers

Overview

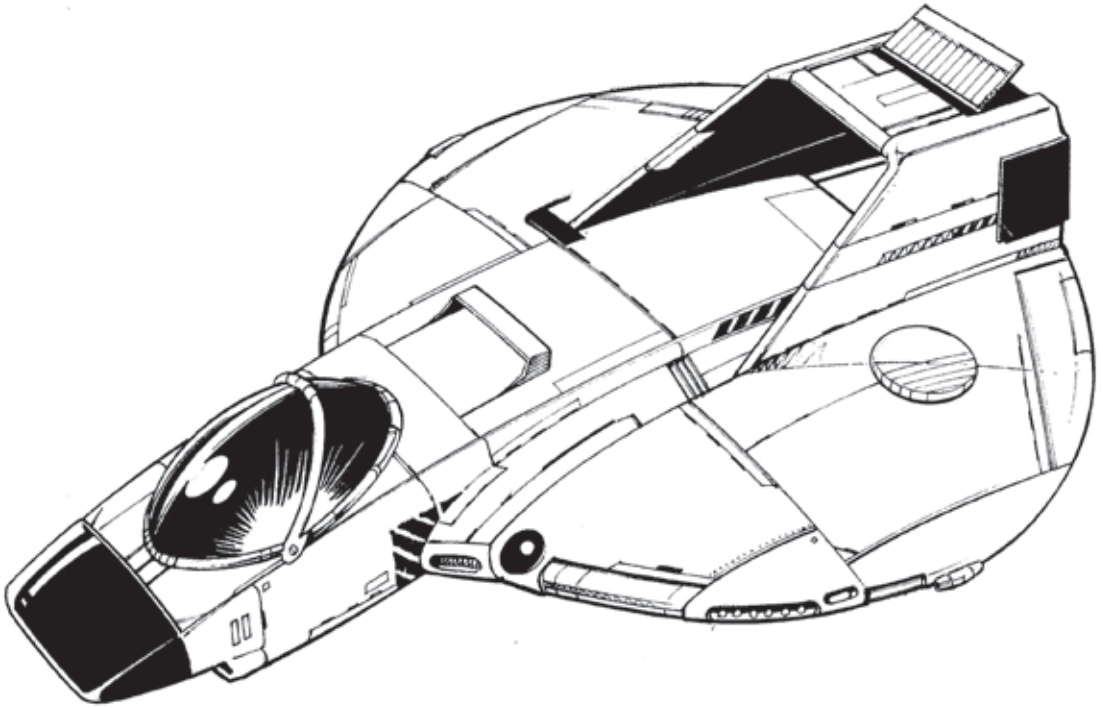
Little is known about the aerojock "Nanook." He came to Solaris VII sometime after Tukayyid (3052) and left before the Jihad turned Solaris VII into rubble (3068). It is believed that he worked for or with Vining Engineering and Salvage Team (VEST) as they have taken credit for the *Thrush* variant he now flies, but records currently available do not mention any warriors using the "Nanook" nickname during the sixteen-year window. What we do know is that Nanook participated in the Wings over Donegal air show in 3072. Since then he's been appearing at smaller air shows and other aerospace-related events for the past five years.

While the man remains elusive, his *Thrush* variant is well-documented. The most substantial change is the installation of a Magna 250 XXL engine. While a standard fusion engine of this rating would consume half of the fighter's mass, this extremely expensive piece of technology weighs only four and a half tons, and can deliver 6 Gs of standard acceleration (9 Gs at max burn). *FrontierTech*'s agreement with "Nanook" limits the use of the *Thrush*'s reactor to 5 Gs, though he has hinted that a higher limit may be granted for appropriate considerations. With such a significant thrust it's strange to see the *Thrush* carry only a "standard" fuel load of five tons, however; tactical maneuvering at maximum thrust would consume the craft's fuel supply in slightly more than twenty minutes.

The fighter is protected by a combination of reflec and blazer armor. Mounting the more aerodynamic reflec armor on the wings gives the fighter a slightly smoother flight in the atmosphere, as well as the ability to stop up to three direct hits from Clan ER PPCs without losing all of its protective value. The blazer armor on the nose and aft are more effective against explosives and ballistics, but can still stop a pair of Clan large pulse laser hits if need be.

Going on the offensive, the *Thrush* has an easily managed heat curve under standard thrust. Clan-made energy weaponry offers a superior punch with good medium range strike and strafe ability that's ideal for a fighter so light.

***FrontierTech* Skill Requirement:** Aerospace Fighter: E580



Type: **Sangihe Shrike-Thrush "Nanook"**
Technology Base: Mixed (Experimental)
Tonnage: 25
Battle Value: 1,592

Equipment		Mass
Engine:	250 XXL	4.5
Safe Thrust:	12	
Maximum Thrust:	18	
Structural Integrity:	12	
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit:		3
Armor Factor (Patchwork):	80	6
	Armor Value	
Nose	26*	
Wings	20/20*	
Aft	14*	

**Wings carry Laser Reflective Armor; Nose and Aft carry Reactive Armor*

Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
Med Pulse Laser (C)	Nose	2	4	7	7	—	—
Med Pulse Laser (C)	Nose	2	4	7	7	—	—
ER Medium Laser (C)	RW	1	5	7	7	—	—
ER Medium Laser (C)	LW	1	5	7	7	—	—
Small Laser	Aft	.5	1	3	—	—	—

EXPERIMENTAL

DRAKE MEDIUM STRIKE FIGHTER

Field Testing Summation: Prototype MSF Refit
Producer/Site:
Basantapur Fine Metals Aerospace Range, Colorado
Supervising Technician: Minnie Tadlock
Project Start Date: 3073
Non-Production Equipment Analysis:
Vehicular Stealth Armor
Modular Armor

Overview

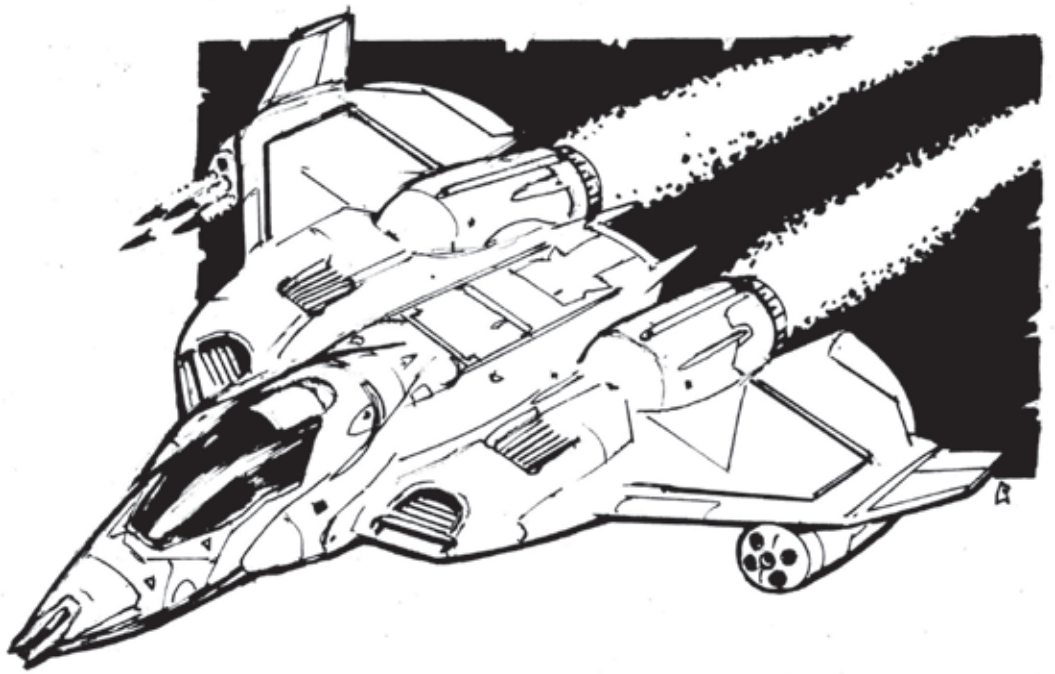
This thirty-five ton experimental design is an interesting conventional fighter refit that has emerged from an aerospace testing range owned by Basantapur Fine Metals (BFM) on Colorado. It has good maneuverability for its weight class, but sacrifices some of it for a surprise package in the form of armor protection far above what's usually supportable on a conventional airframe. Although initially dubbed the "Defender II" because it uses the same basic airframe as Amity-based Imstar Aerospace's popular medium strike fighter design, the experimental modular armor reinforcing all of the fighter's facings give it a thick, "scaled" appearance, and increased its total mass significantly.

Apparently hoping to branch into conventional aircraft sales with this new design, BFM's "Defender II" marketing campaign proved rather predictable and unimaginative. Particularly harsh critics likened their fighter refit to a flying gray brick—denigrating its lines, its colors, and its added mass in one slug line. Potential interest fell flat, and rumors began circulating that the fighter would be scrapped if interest didn't pick up.

Then Minnie Tadlock, the fighter's chief developer, re-branded her invention after arranging demonstrations at the annual Matarn air show. (Tadlock, like many aerospace engineers, continually absorbs, collates, and seeks out new information—but unlike her colleagues, she also seems to have a gift for marketing and sales that may make her more valuable to BFM in that role than she ever would have been as a simple aircraft design specialist.) Cladding the company's two showpiece fighters in a green paint scheme with added accents, she sold the company's CEO on a new name for the fighter as it wowed crowds during the show. Although the "Drake" would still likely collect mothballs when sold on the Draconis March border worlds, many FedSuns fringe worlders—for whom the conventional fighter market offers a cheap air defense option—see little offense in dragon imagery.

The Drake is perhaps the most unconventional conventional fighter ever flown. Underneath its modular armor, the design also sports one and a half tons of vehicular stealth armor that makes it hard to lock onto. With a brace of MML-3 launchers and an Exostar ER small laser, the craft isn't a powerful dogfighter like the standard MSF, but if BFM can put it into mass production, this hard-to-kill aircraft could well be more popular within a decade.

***FrontierTech* Skill Requirement:** Aerospace Fighter: C190



Type: **Drake Medium Strike Fighter**
Technology Base: Inner Sphere (Experimental)
Tonnage: 35
Battle Value: 452

Equipment		Mass
Engine:	210	13.5
Type:	Fusion	
Safe Thrust:	6 (5)*	
Maximum Thrust:	9 (8)*	
Structural Integrity:	6	
Heat Sinks:	12	2
Fuel:	480	3
Cockpit:		3
Armor Factor (Vehicular Stealth):	32	2
	Armor Value	
Nose	10*	
Wings	8/8*	
Aft	6*	

**Modular Armor provides an additional 10 points per location and decreases total Thrust by 1 until all armor is eliminated.*

Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
MML-3	Nose	1.5	—	2/4	2	2	—
MML-3	Nose	1.5	—	2/4	2	2	—
Ammo (MML) 80/66	Nose	2	—	—	—	—	—
ER Small Laser	Nose	.5	2	3	—	—	—
Modular Armor	Nose	1	—	—	—	—	—
Modular Armor	RW	1	—	—	—	—	—
Modular Armor	LW	1	—	—	—	—	—
Guardian ECM Suite	Aft	1.5	—	—	—	—	—
Modular Armor	Aft	1	—	—	—	—	—

EXPERIMENTAL

CLOUD TEN CARRIER AIRSHIP

Field Testing Summation: Custom AASV Hybrid Refit
Producer/Site: Fort Chirikof Repair Facilities, Chirikof
Supervising Technician: Joseph Akron
Project Start Date: 3074
Non-Production Equipment Analysis:
Angel ECM
Silver Bullet Gauss Rifle
Extended LRM-5
Satellite Imager Equipment

Overview

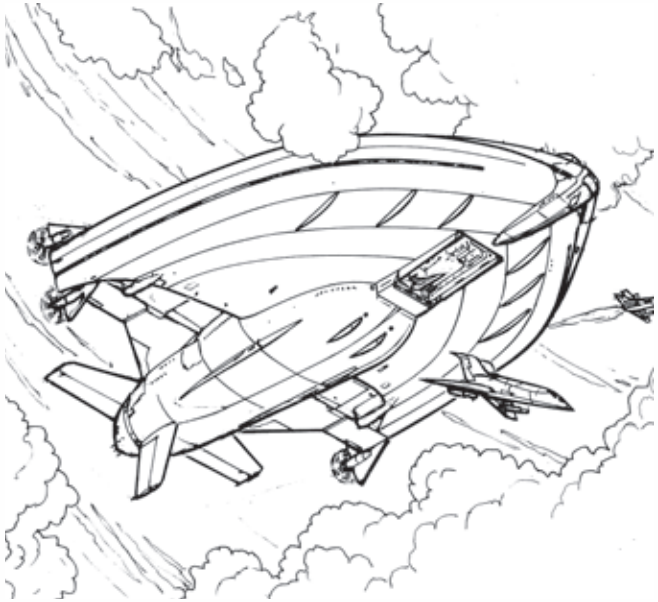
From its inception at the 57th EECEIECE (see our Lexan Surveillance Helo article on p. 7), the Cloud Ten was designed to succeed in every place the Cloud Nine failed. Officially the pet project of Joseph Akron, more than thirty engineers contributed to this airship's design, and the first prototype is currently in field trials making a circuit of the Federated Suns outback worlds.

The Cloud Ten carries the maximum armor available for its class and weight, which—from that perspective—makes it analogous to a light aerospace fighter. As a strategic unit, the airship isn't meant for direct combat, but it can defend itself if necessary. Each facing features an experimental Silver Bullet Gauss rifle with ample munitions—an ideal choice given these weapons' range and flak capabilities against airborne targets. A pair of wing-mounted Extended LRM-5 launchers provides additional discouragement, particularly against light scouts at extreme ranges. Finally, a Thumper artillery piece enables this vessel to provide limited artillery support in addition to its primary role as an airmobile command post (although using the weapon requires the massive craft to land). The Cloud Ten has a significant maneuverability advantage over ground-based artillery units—but when hunter/killer units come looking to eliminate hostile artillery, the Cloud Ten does a terrible job of hiding.

Manufactured as part of a limited partnership with Lockheed/CBM, the Cloud Ten is intended to carry a total of sixteen Lockheed/CBM Lexan Surveillance Helos. In standard operations, four of these units would act as "ready-five" aircraft, housed at all times in airship's light vehicle bays. A central hangar bay, similar to—albeit smaller than—that of the Cloud Nine's, resides in the center of the chassis, but with a VTOL complement, no arresting gear is necessary for retrieval and launch. This internal arrangement allows the airship to carry up to twelve Lexans in its main hanger, and transfer up to four at a time to the vehicle bays for launch in roughly fifteen minutes. This means that the Cloud Ten's full complement of helicopters could deploy in an hour, though standard practice would likely keep two lances worth in the air at all times. A dedicated staff operates an extensive array of sensors and communications equipment to coordinate the helicopters' surveillance efforts, which yields the added bonus that a Cloud Ten can be used as a de facto command ship in a major campaign.

Unlike many larger craft, the majority of the quarters on the Cloud Ten are actually made up of bunkrooms commonly reserved for infantry platoons. The airship does not keep marines or a dedicated security force on board, and so the infantry bays are used as dorms for both the vessel's crew and the pilots of its VTOLs. A typical complement of sixty personnel here make use of space set aside for almost twice their number. Due to its extended travel periods, the Cloud Ten also has two first-class quarters that have been converted to recreation rooms.

***FrontierTech* Skill Requirement:** Air Ship: B80



Type: **Cloud Ten Carrier Airship**
Technology Base: Inner Sphere (Experimental)
Mass: 1,000 tons
Equipment Rating: E/X-X-F/F
Battle Value: 1,042

Equipment		Mass
Chassis/Controls:		255
Engine/Transmission:	Fusion	71
Safe Thrust:	2	
Maximum Thrust:	3	
Structural Integrity:	20	
Heat Sinks:	0	0
Fuel:	0	
Armor Factor (BAR 8):	139	6.5
	Armor Value	
Nose	40	
Wings	35/35	
Aft	29	

Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
Thumper	Nose	15	NA	*	*	*	*
Ammo (Thumper) 100	Nose	10	—	—	—	—	—
Silver Bullet Gauss	Nose	15	NA	9	9	9	—
Ammo (SB Gauss) 24	Nose	3	—	—	—	—	—
Hi-Res Imager	Nose	2.5	—	—	—	—	—
Hyperspectral Imager	Nose	7.5	—	—	—	—	—
Infrared Imager	Nose	5	—	—	—	—	—
Lookdown Radar	Nose	5	—	—	—	—	—
Silver Bullet Gauss	RW	15	NA	9	9	9	—
Ammo (SB Gauss) 16	RW	2	—	—	—	—	—
Extended LRM-5	RW	6	NA	3	3	3	3
Ammo (ELRM) 36	RW	2	—	—	—	—	—
Silver Bullet Gauss	LW	15	NA	9	9	9	—
Ammo (SB Gauss) 16	LW	2	—	—	—	—	—
Extended LRM-5	LW	6	NA	3	3	3	3
Ammo (ELRM) 36	LW	2	—	—	—	—	—
Angel ECM Suite	Aft	2	—	—	—	—	—
Silver Bullet Gauss	Aft	15	NA	9	9	9	—
Ammo (SB Gauss) 24	Aft	3	—	—	—	—	—
Remote Sensor Dispenser	Aft	.5	—	—	—	—	—
Ammo (Sensors) 60	Aft	0	—	—	—	—	—

**The Thumper can only be used to deliver artillery attacks when the Cloud Ten is landed.*

Crew: 74 (13 officers, 31 enlisted/non-rated, 30 gunners)
Cargo:

Light Vehicle Bay (4)	4 Doors (2 left/2 right)
180 tons (hangar bay)	2 Doors (Left/Right)
42.5 tons (standard cargo)	2 Doors (Left/Right)

Notes: Features advanced fire control (9 tons), communications equipment (13 tons), 2 first-class quarters (20 tons), 4 foot infantry bays (20 tons [accommodates up to 112]), 4 mounted searchlights (2 tons, [Nose/LW/RW/Aft]), 1 field kitchen (3 tons), 1 MASH unit (3.5 tons), 1 mobile field base (20 tons), 20 atmospheric lifeboats (20 tons)

EXPERIMENTAL

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: WTH-5S WHITWORTH

Movement Points:
Walking: 4
Running: 6 (8)
Jumping: 4

Tonnage: 40
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Med. X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	Actuator Enhancment System	RA	—	[E]	—	—	—	—
1	Med. X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	Actuator Enhancment System	LA	—	[E]	—	—	—	—
1	Streak SRM 6	RT	4	2/Msl. [M,C]	—	3	6	9
1	Streak SRM 6	LT	4	2/Msl. [M,C,S]	—	3	6	9
1	Supercharger	RT	—	[E]	—	—	—	—
1	Guardain ECM Suite	CT	—	[E]	—	—	—	4

Notes: Composite Internal Structure

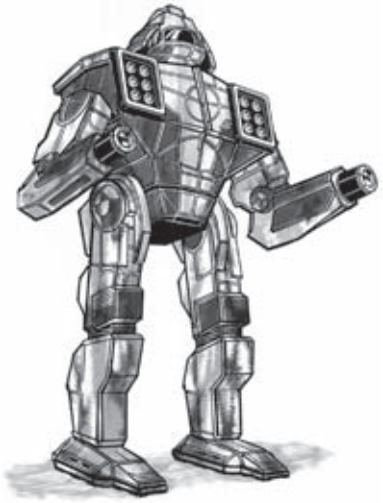
BV: 1,320

WARRIOR DATA

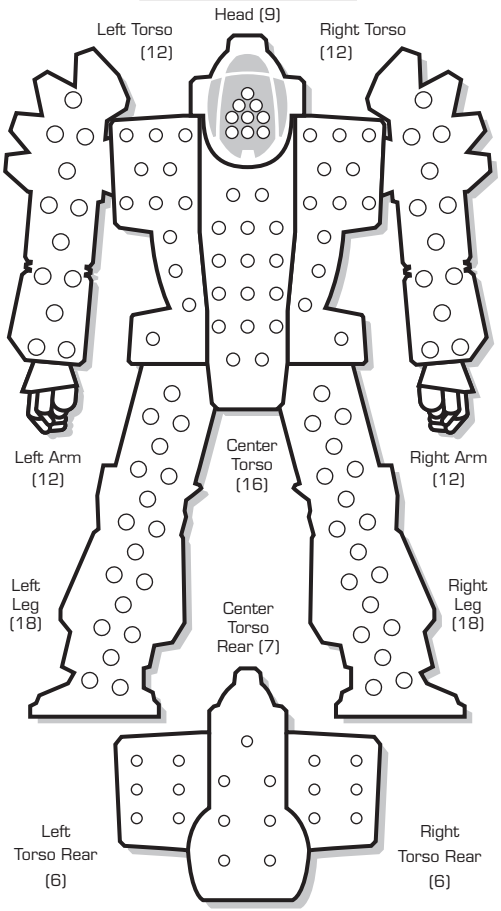
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Medium X-Pulse Laser
2. Actuator Enhancment Sys.
3. Actuator Enhancment Sys.
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Streak SRM 6
5. Streak SRM 6
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

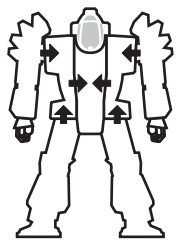
Center Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Medium X-Pulse Laser
5. Actuator Enhancment Sys.
6. Actuator Enhancment Sys.

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

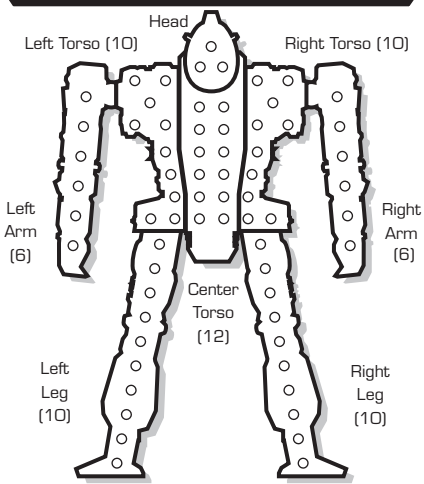
1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak) 15
4. CASE II
5. Supercharger
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	–5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
20	–4 Movement Points
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	–3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	–2 Movement Points
8	+1 Modifier to Fire
5	–1 Movement Points

Heat Sinks: 10 (20) Double

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: MLN-SX MERLIN

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 60
Tech Base: Inner Sphere (Experemental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Bombast Laser	RT	*	* [DE,V]	—	5	10	15
1	Laser Insulator	RT	-1	[E]	—	—	—	—
1	Medium VSP	RA	7	9/7/5† [P,V,Ai]	—	2	5	9
1	Laser Insulator	RA	-1	[E]	—	—	—	—
1	Medium VSP	LA	7	9/7/5† [P,V,Al]	—	2	5	9
1	Laser Insulator	LA	-1	[E]	—	—	—	—

* The Bombast Laser may select the level of damage it inflicts, from 7 to 12 points, but suffers an additional to-hit modifier equal to half of the desired damage value minus 7 (rounded up), reflecting the fire-holding factor. The Bombast Laser's heat is equal to the points of damage selected that turn. Bombast Lasers may not be fired on secondary targets. In all other respects, Bombast Lasers function per standard direct-fire energy weapon rules.
† In game play, Variable Pulse Lasers function as pulse lasers (and are compatible with targeting computers in the same fashion) in every way, except that the to-hit modifier and damage value changes depending upon the range bracket. At short range, VSP Lasers receive a –3 to-hit modifier and their maximum damage value, while at medium range, they receive a –2 to-hit modifier and reduced damage. At long range, a VSP Laser has a –1 to-hit modifier and delivers its lowest potential damage to the target.
Against conventional infantry, VSP Lasers are treated as direct-fire energy weapons, but add 1 point for attacking infantry at long range, 2 points for medium range and 3 points for short.

Armored Components: Light Fusion Engine

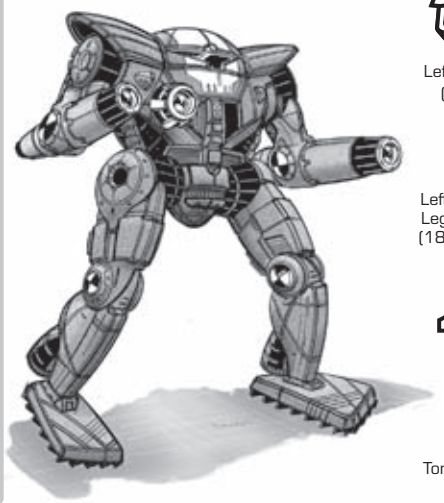
BV: 1,181

WARRIOR DATA

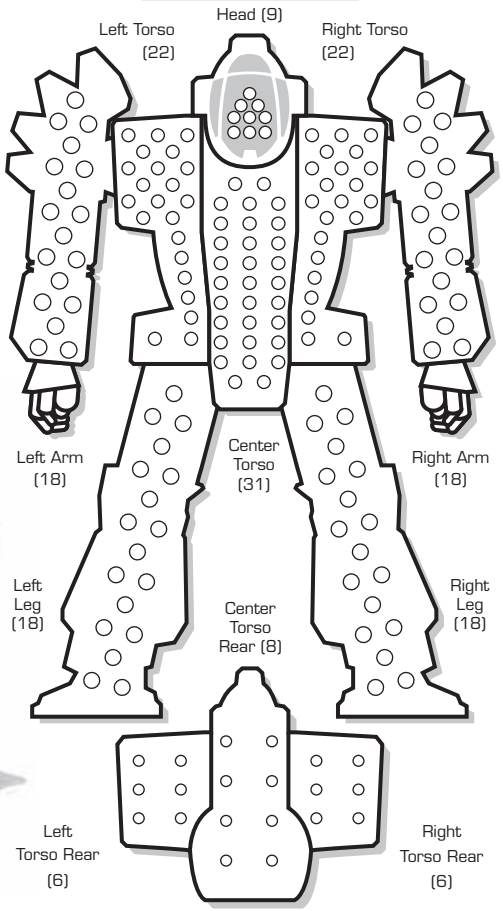
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium VSP
5. Medium VSP
6. Laser Insulator

1-3

1. Endo-Composite
2. Endo-Composite
3. Endo-Composite
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Endo-Composite
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

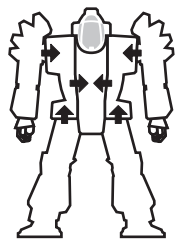
Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Roll Again
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium VSP
5. Medium VSP
6. Laser Insulator

1-3

1. Endo-Composite
2. Endo-Composite
3. Endo-Composite
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

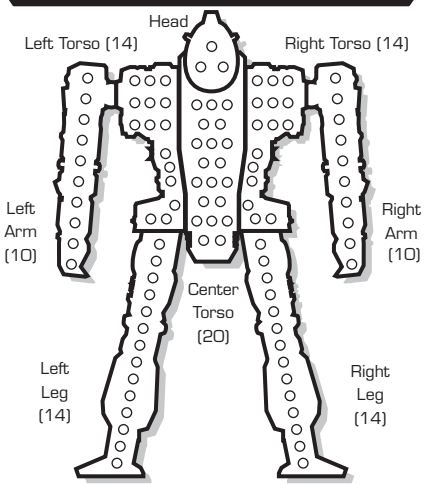
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Bombast Laser
4. Bombast Laser
5. Bombast Laser
6. Laser Insulator

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: SDT-1 SPINDRIFT AQUATIC SECURITYMECH

Movement Points:
Walking: 4
Running: 6
Jumping: 0
UMU: 4

Tonnage: 30
Tech Base: Inner Sphere (Expirimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	LT	5	5 [DE]	—	2	4	5
1	SR Torpedo-6	RT	4	2/Torp. [M,C,S]	—	3	6	9

Notes: Advanced Fire Control, Environmental Sealing, Reactive Armor RA, LA, Reflective Armor RT, LT.
BattleMech HarJel System.

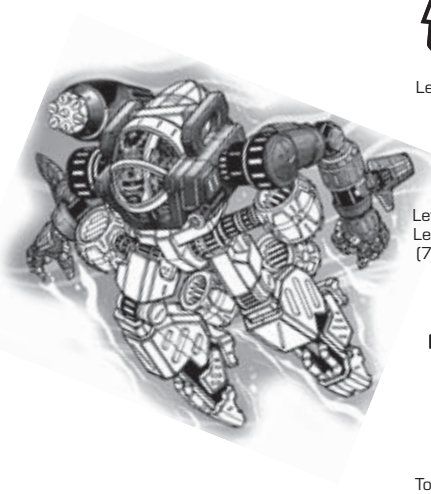
BV: 425

WARRIOR DATA

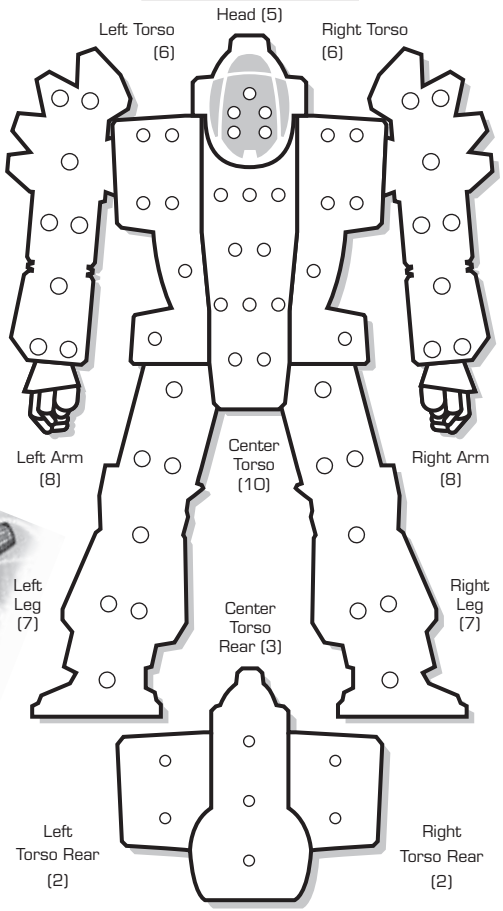
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Enironmental Sealing
6. Reactive Armor

4-6
1. Reactive Armor
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. ER Small Laser
5. UMU
6. Enironmental Sealing

4-6
1. Reflective Armor
2. Reflective Armor
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. UMU
6. Enironmental Sealing

Head

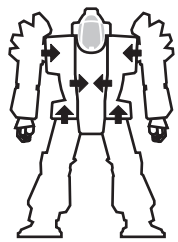
1. Life Support
2. Sensors
3. Cockpit
4. Enironmental Sealing
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. BattleMech HarJel System
6. Enironmental Sealing

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Enironmental Sealing
6. Reactive Armor

4-6
1. Reactive Armor
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

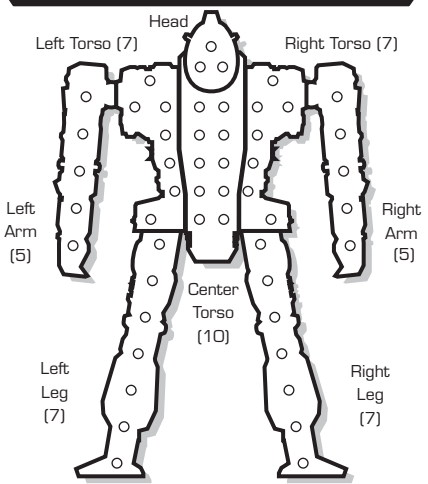
1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. SR Torpedo-6
5. SR Torpedo-6
6. Ammo (SRT) 15

4-6
1. UMU
2. Enironmental Sealing
3. Reflective Armor
4. Reflective Armor
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. UMU
6. Enironmental Sealing

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: TMC-NB TEMAX CAT NINJABOLT

Movement Points:
- **Walking:** 4
- **Running:** 6
- **Jumping:** 4

Tonnage: 65
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Enhanced LRM 15	LA	5	1/Msl. [M,C,S]	3	7	14	21
1	HVAC/10	RT	7	10 [DB,S,X]	—	6	12	20
1	Medium Laser	LT	3	5 [DE]	—	3	6	9

Notes: Full Head Ejection System, FrankenMech

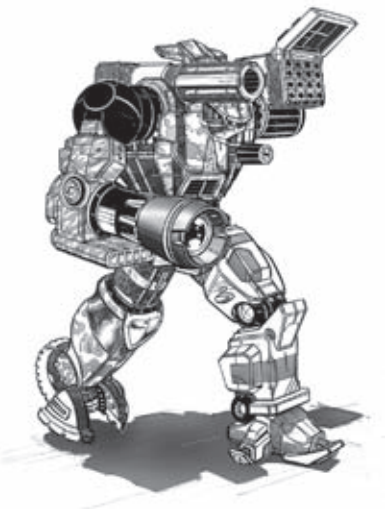
BV: 1,475

WARRIOR DATA

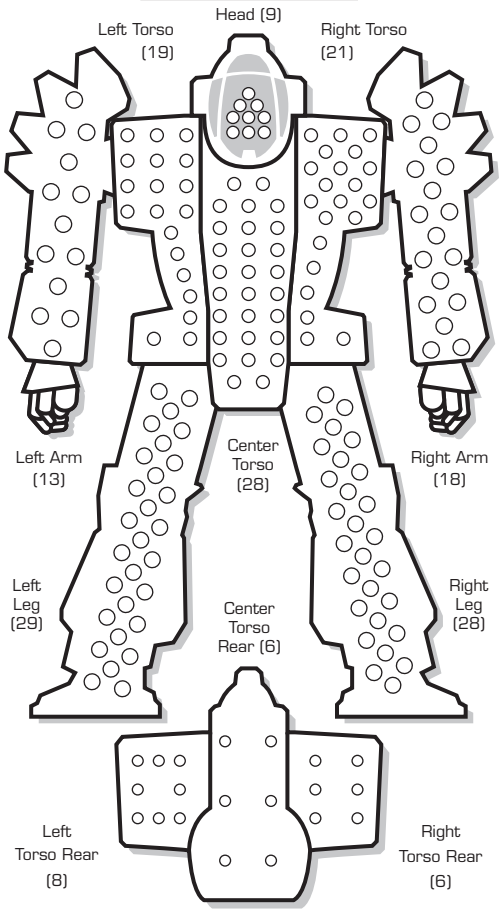
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Enhanced LRM 15
4. Enhanced LRM 15
5. Enhanced LRM 15
6. Enhanced LRM 15

4-6:
1. Enhanced LRM 15
2. Enhanced LRM 15
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Medium Laser

4-6:
1. Ammo (ELRM 15) 8
2. Ammo (HVAC 10) 8
3. CASE
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

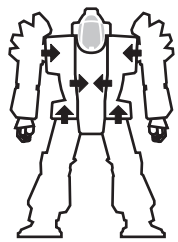
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6:
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. ER Large Laser
5. ER Large Laser
6. Endo Steel

4-6:
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

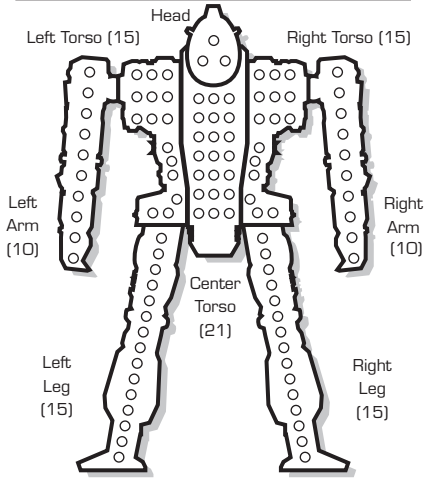
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. HVAC/10
5. HVAC/10
6. HVAC/10

4-6:
1. HVAC/10
2. HVAC/10
3. HVAC/10
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	–5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
20	–4 Movement Points
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	–3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	–2 Movement Points
8	+1 Modifier to Fire
5	–1 Movement Points

Heat Sinks: 10 (20) Double

O O O O O O O O O O

BATTLETECH™

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: LEXAN SURVEILLANCE HELO

Movement Points:
Cruising: 15
Flank: 23
Movement Type: VTOL
Engine Type: Fusion

Tonnage: 15
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Small Laser	F	3 [DE]	—	1	2	3
1	Angel ECM Suite	B	[E]	—	—	—	6
1	Recon Camera	F	[E]	—	—	—	—

Notes: Armored Chassis and Control Systems. No Fire Control.

BV: 232

CREW DATA

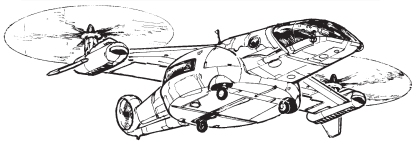
Crew: 4
Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all Skill rolls

Pilot Hit +2
Modifier to Driving Skill rolls

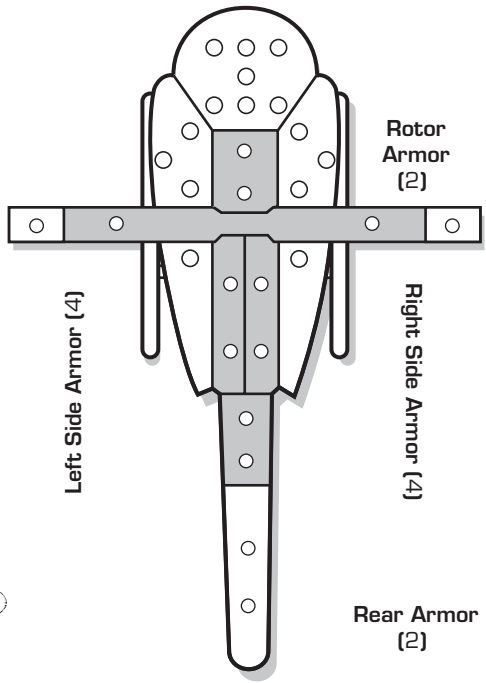
CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐
Sensor Hits +1 +2 +3 D
Stabilizers
Front ☐ Left ☐ Right ☐ Rear ☐
*Move at Cruising speed only



ARMOR DIAGRAM

BAR: 10



VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

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BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: "SEA HUNTER" MARITIME TANK

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked (Fully Amphibious)
Engine Type: Fusion

Tonnage: 35
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Enhanced LRM 10	F	1/Msl. [M,C,S]	3	7	14	21
1	LR Torpedo 10	F	1/Torp. [M,C,S]	6	7	14	21
2	Mine Dispenser	R	[PE]	—	—	—	—
1	Cosmetic Weapon (Flamer)	R	[E]	—	—	—	—
1	CV Escape Pod	R	[PE,OS]	—	—	—	—

Ammo: (ELRM) 12, (LRT) 12

BV: 570

CREW DATA

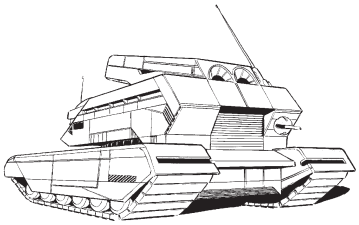
Crew: 3
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

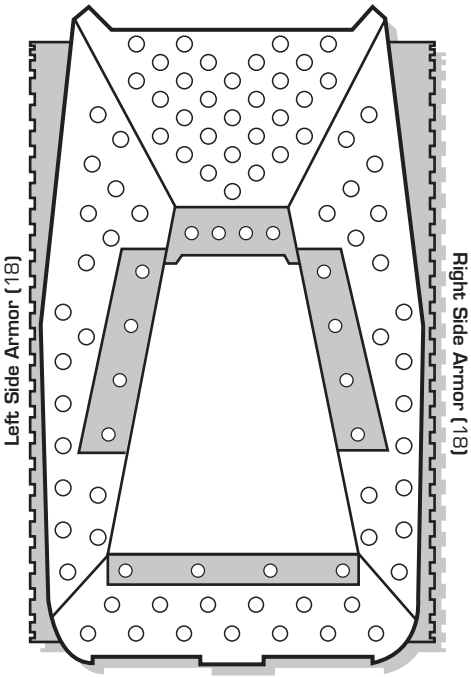
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM



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BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: JAGDPANZER II

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: Fusion

Tonnage: 40
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	F	20/Sht. [DB,R/C]	—	3	7	10
1	Machine Gun	RS*	2 [DB,AI]	—	1	2	3
1	Machine Gun	LS*	2 [DB,AI]	—	1	2	3
1	Guardian ECM Suite	B	[E]	—	—	—	4

*Spontoon Mounts

Ammo: (Ultra AC) 20, (MG) 100

BV: 1,009

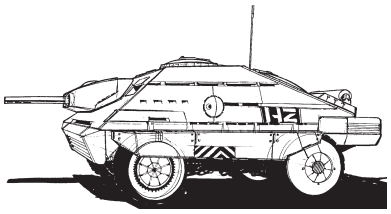
CREW DATA

Crew: 3
Gunnery Skill: ___ **Driving Skill:** ___

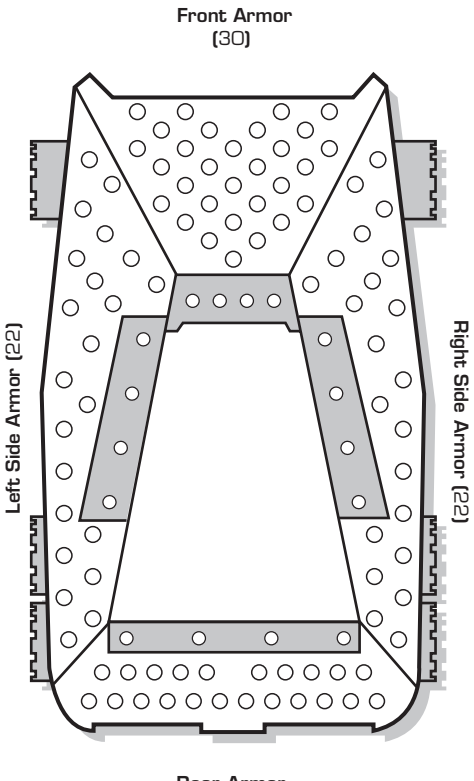
Commander Hit +1 (Modifier to all Skill rolls)
Driver Hit +2 (Modifier to Driving Skill rolls)

CRITICAL DAMAGE

Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



ARMOR DIAGRAM



BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: GOBLIN-X

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: Fusion

Tonnage: 45
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Magshot Gauss Rifle	FT*	2 [DB,X]	—	3	6	9
1	Light PPC	RT*	5 [DE]	3	6	12	18
1	PPC Capacitor	RT*	+5 [DE]	—	—	—	—
1	MML 9	RT*	[M,C,S]				
	LRM (13 salvos/ton)		1/Msl.	6	7	14	21
	SRM (11 salvos/ton)		2/Msl.	—	3	6	9

*FT - Front Turret, RT - Rear Turet

Infantry Compartment (8 tons)

Ammo: (MML) 39/33, (Magshot) 50

BV: 886

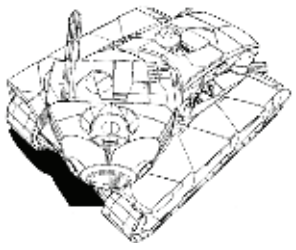
CREW DATA

Crew: 3
Gunnery Skill: ___ **Driving Skill:** ___

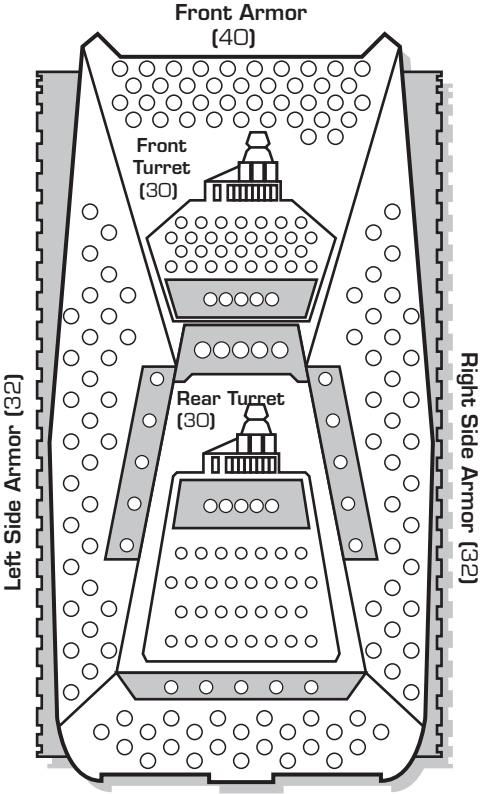
Commander Hit +1 (Modifier to all Skill rolls)
Driver Hit +2 (Modifier to Driving Skill rolls)

CRITICAL DAMAGE

Front Turret Locked ☐ Engine Hit ☐
Rear Turret Locked ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Ft. Turret ☐ Rr. Turret ☐



ARMOR DIAGRAM



BATTLETECH™

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: HEAVY LRM CARRIER (EN VARIANT)

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: Fusion

Tonnage: 80
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Enhanced LRM 15	T	1/Msl. [M,C,S]	3	7	14	21
2	Extended LRM 15	T	1/Msl. [M,C,S]	10	12	22	38

Notes: Hardened Armor

Ammo: (Enhanced LRM 15) 24, (Extended LRM 15) 24

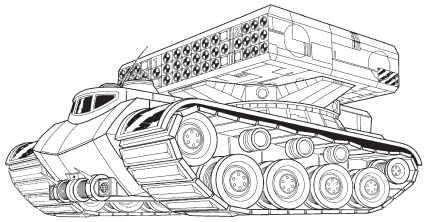
BV: 1,058

CREW DATA

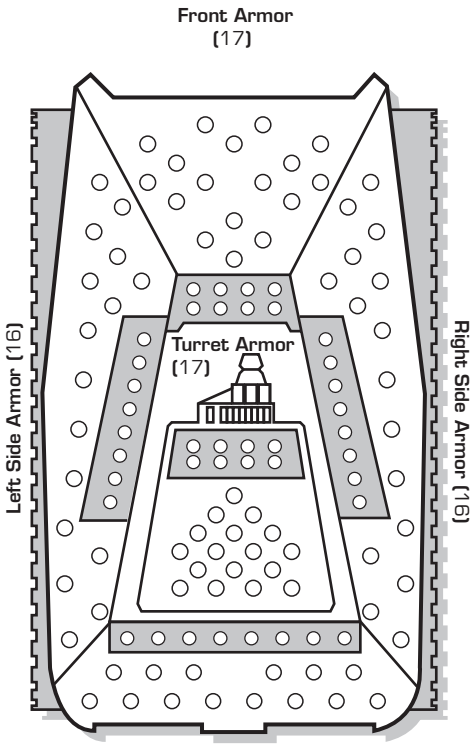
Crew: 6
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM



BATTLETECH™

LARGE WiGE VEHICLE RECORD SHEET

VEHICLE DATA

Type: NISHIKIGOI (KOI VARIANT)

Movement Points:
Cruising: 5
Flank: 8 (10)
Movement Type: WiGE (Amphibious)
Engine Type: Fusion

Tonnage: 240
Tech Base: Inner Sphere (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Thunderbolt 10	T	10 [M]	5	6	12	18
2	Chaff Pods	RR	[E]	—	—	—	—
2	Chaff Pods	LR	[E]	—	—	—	—
1	Supercharger	B	[E]	—	—	—	—
1	Comms Equipment (8 tons)	B	[E]	—	—	—	—

Notes: Advanced Fire Control

Cargo (81.5 tons standard) 1 door (Front)

Ammo: (Thunderbolt 10) 60

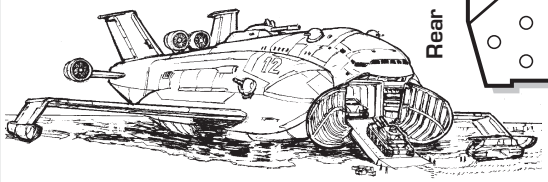
Cost: 1,524

CREW DATA

Crew: 28
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

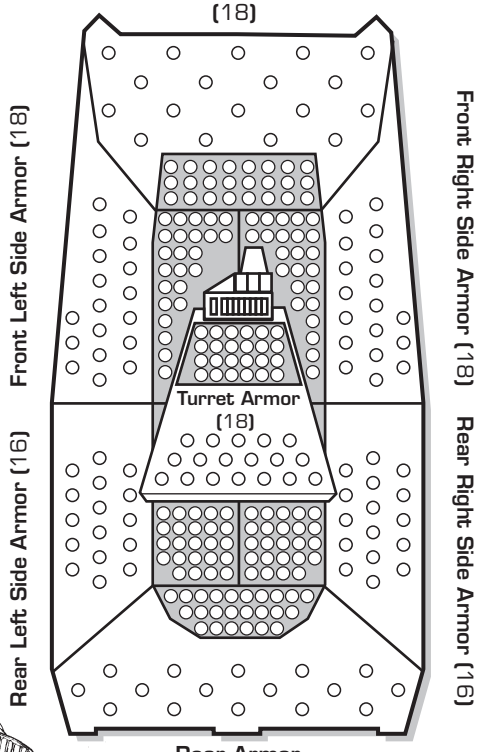
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret ☐



ARMOR DIAGRAM

BAR: 8



BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: SANGIHE SHRIKE-THRUSH "NANOOK"

Thrust:		**Tonnage:**	25
Safe Thrust:	12	**Tech Base:**	Mixed Tech (IS) (Experimental) Jihad
Maximum Thrust:	18		

Weapons & Equipment Inventory

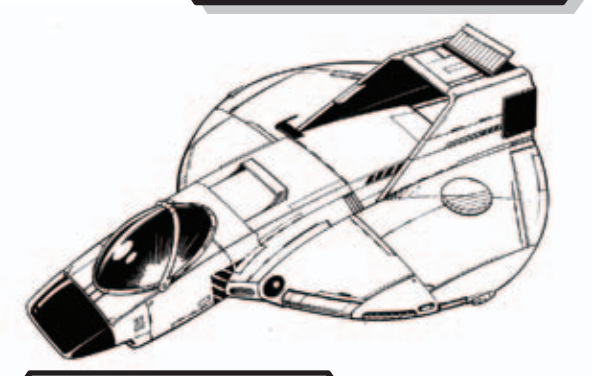
Standard Scale

Qty	Type	Loc	Ht	SRV (1–6)	MRV (7–12)	LRV (13–20)	ERV (21–25)
2	Med. Pusle Laser (C) [P]	N	4	7	7	—	—
1	ER Med. Laser (C) [DE]	R/LW	5	7	7	—	—
1	Small Laser [DE]	A	1	3	—	—	—

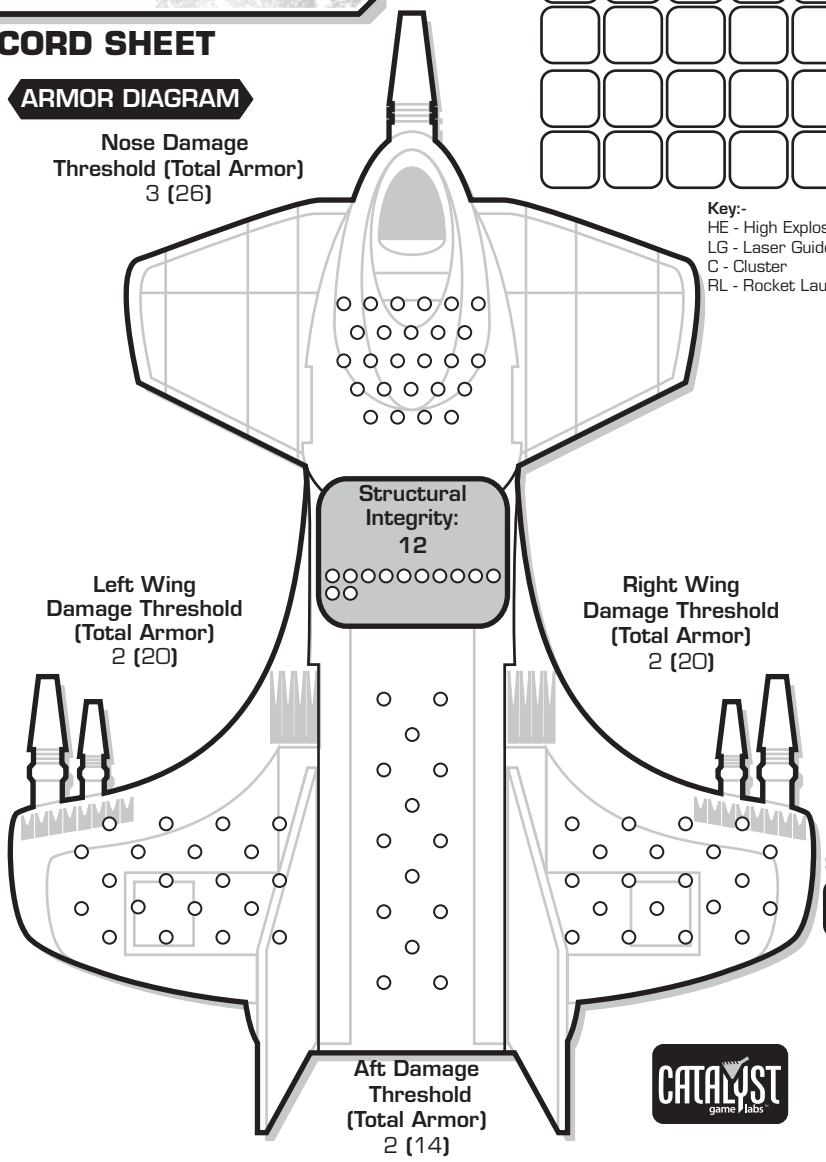
Notes: Reflective Armor on wings, Reactive Armor on nose and aft.

Fuel: 400 Points

BV: 1,592



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	**Engine**	2	4	D
FCS	+2	+4	D	**Gear**	+5		
Sensors	+1	+2	+5	**Life Support**	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo, Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 10 (20) Double

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: DRAKE MEDIUM STRIKE FIGHTER

Thrust: **Tonnage:** 35
Safe Thrust: 6 (5)* **Tech Base:** Inner Sphere (Experimental) Jihad
Maximum Thrust: 9 (8)*

Weapons & Equipment Inventory

Standard Scale

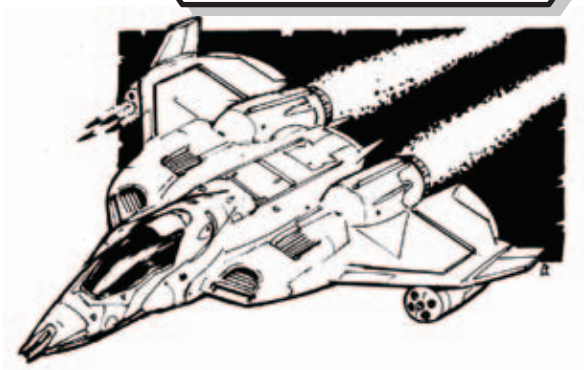
Qty	Type	Loc	Ht	SRV (1–6)	MRV (7–12)	LRV (13–20)	ERV (21–25)
2	MML 3 [M,C,S]	N	—				
	LRM (40 salvos/ton)			2	2	2	—
	SRM (33 salvos/ton)			3	—	—	—
	Ammo (MML) 80/66						
1	ER Small Laser [DE]	N	2	3	—	—	—
1	Guardian ECM Suite [E]	A	—	—	—	—	—

Notes: Vehicular Stealth Armor. 10 points of Modular Armor on nose, aft, and wings ◇. Decreases Thrust by 1 until all modular armor is destroyed.

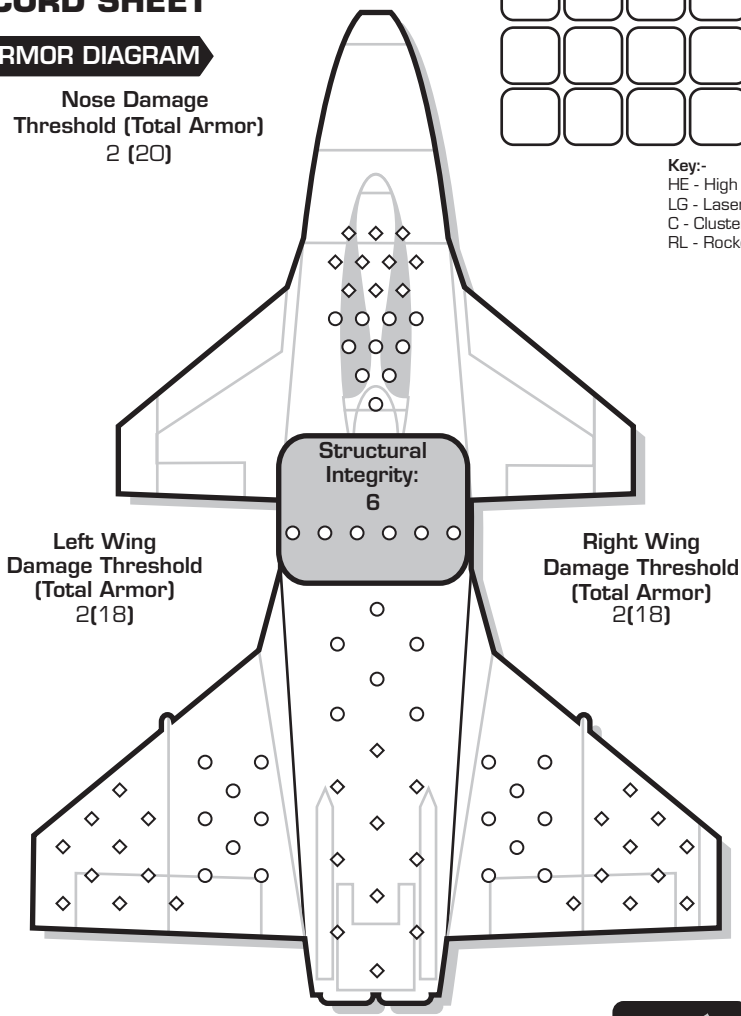
12 Heat Sinks.

Fuel: 480 Points

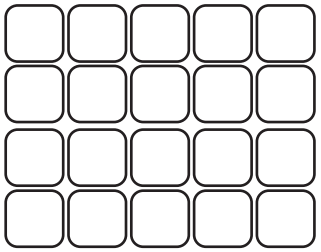
BV: 452



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS



Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

GROUND MAP STRAIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

VELOCITY	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1–4	3
5–8	2
9–12	1
13+	0

BATTLETECH

AIRSHIP RECORD SHEET

ARMOR DIAGRAM

BAR: 8

AIRSHIP DATA

Type: CLOUD TEN CARRIER AIRSHIP

Name: _____ **Tonnage:** 1,000

Thrust: **Template:** E

Safe Thrust: 2 **Tech Base:** Inner Sphere (Experimental) Jihad

Maximum Thrust: 3

Weapons & Equipment Inventory

Standard Scale

Qty	Type	Loc	Ht	(1–6) SRV	(7–12) MRV	(13–20) LRV	(21–25) ERV
1	Thumper [AE]*	N	—	*	*	*	*
	Ammo (Thumper) 100						
1	Silver Bullet Gauss Rifle [DB,C,F,X]	N	—	9	9	9	—
1	Silver Bullet Gauss Rifle [DB,C,F,X]	L/RW	—	9	9	9	—
1	Silver Bullet Gauss Rifle [DB,C,F,X]	A	—	9	9	9	—
	Ammo (SB Gauss) 80						
1	Extended LRM 5	L/RW	—	3	3	3	3
	Ammo (ELRM) 72						
1	Advanced Fire Control	B	—	—	—	—	—
1	Angel ECM [E]	B	—	—	—	—	—
1	Hi-Rez Imager [E]	N	—	—	—	—	—
1	Hyperspectral Imager [E]	N	—	—	—	—	—
1	Infrared Imager [E]	N	—	—	—	—	—
1	Lookdown Radar [E]	N	—	—	—	—	—
1	Remote Sensor Dispenser [E]	A	—	—	—	—	—
	Ammo (Senrors) 60						
1	Mounted Searchlight [E]	N	—	—	—	—	—
1	Mounted Searchlight [E]	L/RW	—	—	—	—	—
1	Mounted Searchlight [E]	N	—	—	—	—	—
1	Field Kitchen [E]	B	—	—	—	—	—
1	MASH (1 Theater) [E]	B	—	—	—	—	—
1	Mobile Field Base [E]	B	—	—	—	—	—

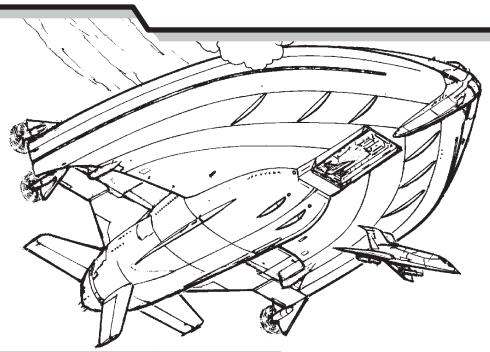
Cargo:

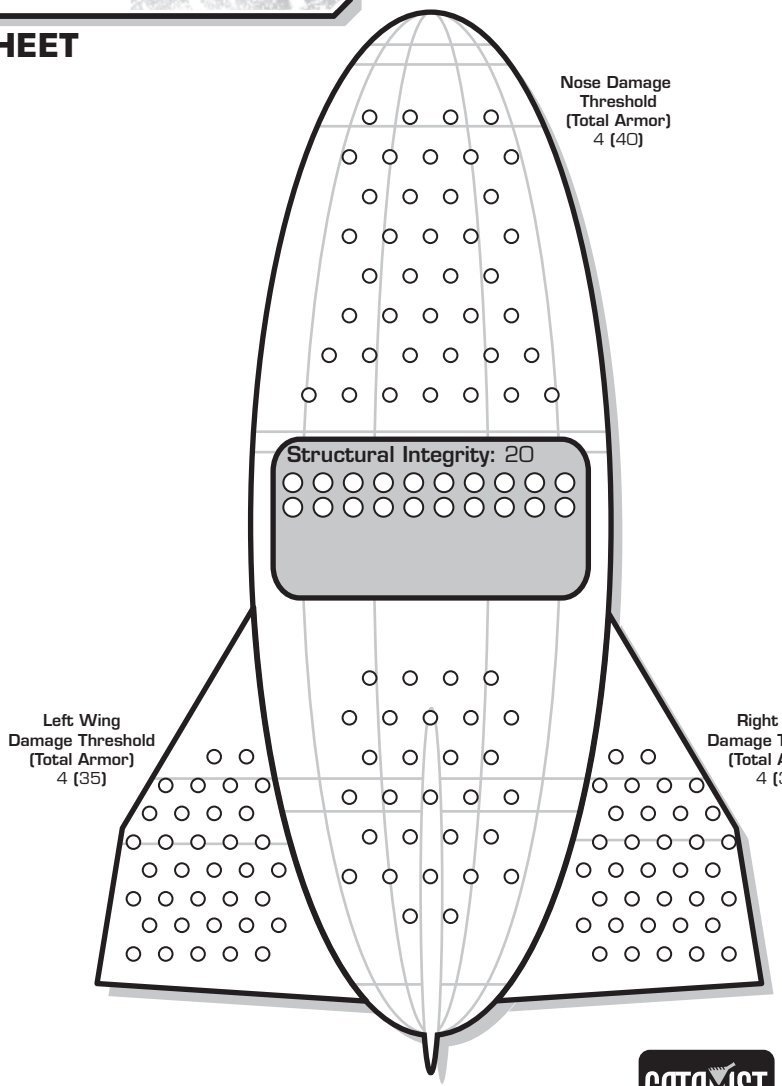
Light Vehicle Bay (4)	4 Doors (2 left/2 right)
Hanger Bay (180 tons)	2 Doors (1 left/1 right)
Standard Cargo (42.5 tons)	2 Doors (1 left/1 right)
Infantry Bay (20 tons)	

*The Thumper can only be used to deliver artillery attacks when the Cloud Ten is landed.

Fuel: N/A

BV: 1,042





CREW DATA

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew:	74	Marines:	0
Passengers:	112	Elementals:	0
Other:	0	Battle Armor:	0

Life Boats/Escape Pods: 20 / 0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5			
Thrusters						
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	−1	−2	−3	−4	−5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

AIRSHIP VELOCITY TABLE

Current Velocity	Thrust Points per Cycle Turn 1	2	3	4
0.25	1	—	—	—
0.5	1	—	1	—
0.75	1	—	1	1
1	1	1	1	1
1.25	2	1	1	1
1.5	2	1	2	1
1.75	2	1	2	2
2	2	2	2	2
2.25	3	2	2	2
2.5	3	2	3	2
2.75	3	2	3	3
3	3	3	3	3